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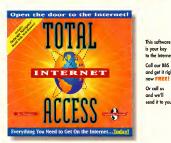
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NEO-GEO CD







·COMMITEMATIS



BROADBAND BOOM FUSION Examines the Latest Developments to Find More Than Games Coming on Cable...



RENAISSANCE MAN Molan Bushnell's Latest Dream Once Again Fuses From and High-Tech...

THE REACTOR The Rolling Stones, Megadeth and Beastie Boys Plug Into Interactive Media....

ľ

FUSION.COM Upstart Kinesoft Reinvents Electronic Entertainment Plus All the Latest News We See Fit to Print...

56 THE NET

Hollywood Invades Cyberspace...Athletic Supporters of the Net...

IS 3DOA?! Will the Machine of the Future Stav Down for the Count or

Can the Struggling Company Deliver an M2 Knockout?



SOUNDING BOARDS It's Up to You to Cough Up the Cash for a Great PC Sound Board; It's Up to Us to Tell You Which Ones Rule...



86 COMPUTER

Boot-Up the Latest Releases and Get the Straight Scoop on New Computer Entertainment...



CONSOLE

Plug and Play the Latest Carts and Discs Available for the PlayStation, Saturn and More...

100 FALLOUT

Reader Feedback... Useful Data...Unique Opinions...And No Stories on Butter...

CULTURE SHOCK An Old Film Gets a New

Look. Which CD-Zines Deliver...The Latest E-Music...

CRITICAL MASS

THE FUTURE IS HERE.

Welcome to the first of what we hope will be many installments of FUSION magazine. Why FUSION? Why now? It's simple: Entertainment is changing every day, and the impact that technology has in the way we play is getting larger every time you turn around.

FUSION is more than just video games and computer curios. It is the first magsize to address all aspects of electronic entertainment—from the alternate realties living inside your PC to the mannude realities in film. FUSION examines the growing role that new technologies are playing when you are.

FUSION is part games, part entertainment and totally interactive. We'll zap you to the hottest spots on the Internet, preview the best places to go online and give you a sneak peek at the entertainment useful use of teacures.

In the future you'll be able to sample the latest crastions from the most takerted minds on the Tame-USION of Jones or choose from Immércho of programs on the Tame-USION viet size on the World Wide Web (http://www.Tamfusion.com). And you'll alway be able to rely on I USION to give you the straight story on new products, personalities and imageous the one products, personalities and imageous the you caterial would always and the proper of the yout caterial would and the proper of the way you caterial would and other.

Most of all, FUNON will live up to its name and meld these different forms of entertainment into one casy package that's filled with information and opinion from cover to cover. Our mission is to keep you informed and entertained with stories and reviews you won't find anywhere else.

The Management



"I sold Atarı too early and Chuck E. Cheese too late ... this time I'll get it right."

- Nolan Bushnell



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coald be the most execting game design of 1995." Store Heneywell, "Here's a 'Bod Game' with a difference. Milleratio will sarely be one of the cost eleborate, ambilious, and sophisticated polecitic-adventure genese eveto bit the market." Bill Tettins, PC Gener "This game has it all! Time travel, space battles, diplomacy, trade_everything! Govet ma in!" Poter Smith, Strategy Plan

MILLENNIA: ALTERED DESTINIES. THE ULTIMATE GOD GAME.





COSTUTEUS

ALL THE NEWS THAT WE SEE FIT TO PRINT

David Slays Goliath E³ Basks in the Glory of a Resounding Success Over CES

ust as this issue went to press, Nintendo announced its pullout from the Winter Consumer Electronics Show, in favor of the E3 show in Los Angeles next May. Chairman of Nintendo America Howard Lincoln explained, "A single trade show commitment will allow us more flexibility in directly communicating our many business plans throughout the year. Sera almost dropped out of the

show in 1995, so when word came they would skip the '96 CES, it came as no real summise. Sego spokesperson Terry Tane confirmed "Sega decided they no longer want to be part of the CES show. We will support one show, E1."

DOES THIS BECIN A STAMPEDE? While Nintendo's and

Seea's decision certainly impacts the plans of other console manufacturers, it's too early to tell who'll follow suit. 'We have not yet decided," Ron Beltrama of Atari remarked, "but Nintendo's departure will be a

fortor' Sony and 3DO representatives commented their companies would be in attendance, but it is unclear to what degree Conversely, Cold Star and Panasonic

plan to be at CES, with 3DO displays while Philips will be there with CD-i. WHY E3 WON ...

FOR NOW It was a first, an entire convention devoted to interactive entertain-

ment. The new Los. Angeles Convention Center was scrubbed to a high polish. Mariachi

and ragtime bands serenaded virtual ly all the major players of a growing industry

"Most exhibitors were overwhelmingly satisfied," said Valence Hennigan, marketing manager for the E' convention. "For the first time we were able to present ourselves or an industry, all together under one roof ... what came out of it was enthusiasm for the industry as a whole and optimism for its future growth. Whatever CES does, it will

probably be a much different focus than we have ' Beltramo agrees. "It was very focused; we had people who were interested only in our industry. At

the CES shows there were a lot of exhibitors and people who were unrelated to our business. It was well done, and well organized. I think there's a very strong possibility that Atari will go back next year' The next E' is scheduled for Mas 30-June 1, 1996 in Los Angeles. The group is also planning E' shows in

Tokyo, in concert with publisher IDG, in August 1996 as well as further foreign expansion into Latin America and Europe CE GROUP FIRES BACK

While the Electronic Industries

Association's Consumer Electronics Croup suffered a major blow this year when the Summer CES was canceled, it now plans to fight back. While ElA won't take on E' directly in '96, it will back CES Orlando, The Digital Destination, May 23-25, 1996 in Florida "Our Orlando show is focused on

digital technologies," said Cynthia Upson, spokesperson for EIA/CEC 'We're going from analog to a digital world," Upson explains. "With new technologies being introduced, some products will be showcased in '96, whether or not they're available for market. Retailers will want to see these products, and this show is dedicated to them"

Creating A Joint For The Future

Microsoft and Softbank Combine Forces to Form Gamebank



Corporation
announced the
formation of
Camebank, a joint venture
created to publish and promote computer game software
for the Microsoft Windows95
operating system.
"At the announcement.

"At the announcement, [Microsoft head] Bill Cates characterized it as a very easy decision for Microsoft to do this venture," says Jeff Camp, business development manager for

Microsoft's Far East Region. Camebank will not be designing original products but instead will be porting existing console video

games to MCAA FOOTB/ Windows/9:
"There are all these very immoving a great deal of momentum and experience in game developing," Camp comments "They can work on developing the great games, and Camebank will focus on providing porting services and in bringing those games to the PC market.

Essentially Camebank wants

to help these game publishers

reach their market on the PC

not to compete with them.
"The release of Windows/9 and our Windows/9
software developer's kit create
a technical opportunity for
games on the PC platform
that drin't cust before.
Previously, approse who wanted to try and create entertainment products for PCA was
DOS become game functionality want't a high design priority for Windows 3.1.—However't we changed that priority

considerably in the creation of Windows95." This change in

priority should conceivably bring PC game response speeds up to par with the console systems. As well it should, Camp comments. "There's every reason in the world to expect that a \$15,00 general purpose multimedia PC device should be able to do many of the same things that

many of the same things that a dedicated purpose \$500 multimedia game console device can do." Microsoft

console device can do."
Microsoft and Softbank have already lined up the support of nine.

Japanese video game manufacturers, who say they intend to work with Camebank. The list includes the Artdink Corporation, Bandai Co, Ldd, Capeom Co, Ltd, Chun Soft Co, Ltd, Nameo Ltd, SNK Corp. Takara Co, Ltd, Titlo Com, and The

Com and T&E Soft Inc. The decision to align themselves with these companies is largely samaritan, Camp says. The purpose there is that there's a lot of innovation in Japan and there's an opportunity for us to help those game vendors move to Windows95 and assist in the publishing of those games for a PC environment, because they don't have a lot of experience in publishing for the PC market. Their expertise has been in the game console

market."



The actual porting of the games will be handled by Kinesoft, an Illinois-based software developer that was partially acquired by the

tally acquired by the Camebank venture in June. At press time, Camebank and to released news of which games were initially being ported from the Japanese companies (though it is easy enough to conceive that Capcom's Street Fighter II

beginning onshught).
Aside from plemaing
to port the Japanese
games, Kinescé is currently working to bring
the popular games
Pitfall Harry and
Earthworm Jins to
Windows/5. "We are
working on a variety of
ports for a variety of
peter Sills remarks.
The introduction
of Windows/5 will
gue the functionality of

should be among the

of Windows95 will increase the functionality of PCs, making them a superior particular to the property of the

as a hard drive, as well as the built-in CD-ROM capabilities and audio capabilities. In general, it's a much more flexible

machine."
In related news,
Accolade's Super
Bubsy for Windows95
will be hitting stores this
August, Acclaim has
announced intentions to
develop several of their
more popular games for
Windows95 and
Mindosape is producing a
group of games exclusively.

for Windows95, including NCAA Football, Chessmaster 5000, the fantasy RPC Warhammer, ucing/combat tour de force V MAX and the hi-tech

/combat tour de force IAX and the hi-tech Holy Grail quest Azrael's Tears.

COSTUTEUR

Digistar II REMIERES

he world's most advanced digital, computer-operated, planetarium star projector system was installed at Hansen Planetarium in Salt Lake City, Utah, by Evans & Sutherland Computer Corp. In a large domed theater, Digistar II takes audi-ences through operator-controlled time and space where star images more in a three-dimensional effect. The audience experiences the feeling of being immersed in virtual reality

Digistar creates any image composed of lines and points and can carry participants through buildings, cities, clouds or 'Digistar II is well suited to providing an 'edutainment' experience by giving our customers the ability to produce ows that are both educational and fun," said Les Horwood. general manager of entertainment and education systems for

Digistar II's predecessors projected images in a mechanical, Digistar's unique and most exciting feature is its capacity to

late 3-D space travel. It is smaller, easier to operate and makes stars appear brighter.

Evans & Sutherland will install 10 more Digistar II projectors worldwide in the months to come, along with an upgrade to the one now in use at the United States Air Force



Leather pant

O.J. Simpson as a hero White Power

The Old IN's & OUT's

Movies w/monkeys Jackson 5 cartoons

PlayStation MK IIItra

Pete's Wicked Red **Mylar Pants**

er Simpson as a hero White Zomble ew York Rangers Ebola virus

Kirk Captains IntraCorp

IntraCorp president Leigh Rothschild and William Shatner, the TekWar series' creator, announced the Shatner Interactive brand

TekWar games will be published under the Capstone label, but the Shatner Interactive brand will include other multimedia projects from Shatner. He recently completed a crash course in computer technology and sees "a lot of possibilities for me to explore over the coming years Shatner Interactive and the fine folks at Capstone and IntraCom will be my way to realize those creations."

Rothschild commented

that "It's been a blast to work with Bill on the TekWar game. I'm so happy to be able to extend our relationship beyond TekWar into other projects of



HARLAN ELLISON

I HAVE NO MOUTH, AND I MUST SCREAM



FIVE DAMNED SDULS: Trapped in the bowels of an insane computer for the past hundred and nine years = Gorrister the suicidal loner = Benny the mutilated brute = Clien the hysterical phobic = Nimdok the secretive sadist = Ted the cynical paranoid

ONE CHALLENGE: The adventure plunges you into the tortured and hidden past of the five humans • Delve into their darkest fears • Dutwit the master computer AM in a game of psychological warfare • Disturbing • Compelling • An adventure you won't easily forget !!!











COSCORCO

Blade Runner Redux

VIE Perseveres Through the Red Tape, and Plans a Killer Game

irgin Interactive recently announced the formation of a joint venture with The Black Runner Partnership to create a game based on the 1982 Ridley Scott film than 1982 Ridley Scott film that provide the care of the dark, technologically decadent vision of the future which defines the cyberpunk Blearm movement.

While the game will contain many of the story and setting elements of the cult sworte, it will be built around an original script. We are committing tremendous resources to the project," said Mattin Alper President of Virgin Interactive Entertainment, "which won't just be a rehab of the film, but a truly interactive experience.



that exploits all the wonderful opportunities provided by the original story line."

The film is loosely based on Phillip K. Dicks Do Androids Dream of Electric Sheep? Harnson Ford plays the Blade Runner—a 21st century cop who must hunt a troupe of replicants," powerful humassoids manufactured by genetic engineers, who have rebeled against their drudeery in the space colonies and come to Earth. The cop must contend with a constantly shifting yew of reality and the fact the he may be artificial himself (this is more apparent in Dick's movel and the director's cut of the film). Louis Castle.

cofounder of
Westwood Studios, remarked,
"We are going to stay true to
the Blade Rainner universe. The
artwork will be far beyond what
we are already delivering for

we are already delivering for Lands of Lore II, and will be all 3-D rendered, video captured, motion captured." Slated to wap up production in fall of 5% the same is being

motion captured."

Slated to wrap up production in fall of 96, the game is being developed for PC and MAC CD-ROM, Windows and Windows 95

This list, prepared by PC Data, is based on units sold in over 4500 stores.

1. World Sens Baseball V

- NBA Jum: T.E., Genesis.
 SNES, Came Gerr,
 Acelaim
 Coach K. College
 Barketball, Genesis.
 - 3. Coach K. College Barkethall, Genesis, Electronic Arts 4. Ogre Battle, SNES, Enix

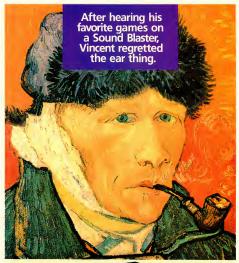
CD ROM 1. Dark Forces, Lescus Arts

2. Myst, Brockerband
3. DiZone Collector's
Edition, Wizard Works
4. Lion King Story Book,
Disney-

C

Myst, Broderbund
 D'Zone Collector's
 Edition, Wizard Works
 SimCity 2000, Maxie







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the most discerning ear. To find the one that's best for call 1-800-998-5227 Ext. 114.

<u> COARDORO</u>

ntel and AT&T have agreed to work together to link PCs to networks via TV colbse. Potential customers for this technology include network, phone or cable companies that plan to build a hybrid fiberoptic cascial cable network (sometimes called hybrid fiber case) to reach individual homes. Tom Waldrop, spokersum for Intel, explained, "Cable hus

Intel, explained, Cable has high speed data service can be done with one-way cable by using the telephone network as

he return

data pipe and it passes through most homes. Because it is already there and has such a huge band

width, it's an ideal choice to bring data into home PCs." Presently, phone modern connections to the Internet crawl along at 14,400 or in some cases, 28,800 Bits per second. Accessing video or audio in this manner is along even

though most home PCs are capable of showing video at much faster speeds. Cable, with its raw bandwidth of over 3 billion Bits per second, can provide a much speedier connectron Mond of the

speedier connection. Most of the width is used for TV, but systems now in development can send 27 million Bits per second into the home Currently only about 15 percent of the nation's cable sys-

cent of the nation's cable systems are capable of two-way communication. That's where the Intel/AT&T deal kicks in: High-speed data service can be done with one-way cable by using the telephone network as the return path. No one denies that two-way broadband is bet-

ter. But if a one-way cable service wants to deliver interactive data services to PCs, they can use the phone as the return path. Intel will provide the connector to link the PC to a coaxol cable, so it can communicate over this broadband network. Waldrop explained, "There is CAB

an obstacle
within
cable on
the return
path. The
cable infrastructure, all
the coaxial cables
that run down the

that run down the street and into people's homes, acts likes a big antenna. It picks up a lot of interference ... we are developing some very sophisticated techniques to clean this up." Since cable companies

street can comparise and advantage of the unitestructure in place to address these limitations, it makes some for them to the comparison of the comparison o

Room

Matthew Perry, from NBC's Friends, will host an informational video to help introduce Windows95. The 45-minute video describes Windows95, with explanations of how it

puter users.

The script was written by
Seinfeld's Jonathan Gross and
is being produced and distributed by GT Interactive
Software. The company will
also produce a CD-ROM

also produce a CD-R movie with the mater using M-peg technol full-motion video. The third product will be an interactive CD-ROM that lets the user

access the information in the order desired. Ron Chaimowitz, CEO and president of GT Interactive, talked about the video. "This is much more than the typical instructional software video. We are using Hollywood style emetatiament to make this video both incredibly engaging and educational. When

Windows95 hits, PC owners

findest rising TV stars as the teachers, the trip will not only be informative, it will be fun." The production of the video uses techniques from commercials and films, including bluesteren, image compositing and comic dialogue. Plans

Engish, French, Japanese, Spanish and German.

"We are planning for the biggest launch in our history and expect initial shipments to be in excess of 10 million mits," said Joe Cayre, chairman of GT Interactive.



THE EPIC CONQUEST 900 YEARS IN THE MAKING! "An adventure that combines detailed fief-management and long-range strategy with lots of bone-crunching, first-person action." - William R. Trotter, PC Gamer

COSUCION

Devo Founder Whips Up CD-ROM

nscape is presently working on Devo Presents Adventures of the Smart Patrol, an interactive game

scheduled for October release for Macintosh and PC CD-ROM: using live action and animation to create a futuristic social sature. Gerald Casale, co-founder o

animation to create a futuristic social sature. Gerald Casale, co-founder of Devo, talked about his involvement with the game industry. "We were always interested

We were always interested in multimedia and interactivity when it was still on paper. We kept thinking it was going to come faster than it did. By the time we came to the point that a large segment of society is able to participate. Devo no

able to participate, Devo no longer existed.
"I took an idea I had while in Devo that had never been used, [one] that anticipated this kind of technology.
Michael Nach

Inscape
Technology]
Biked the idea,
so he's basically
shepherding me
through the project and backing
this idea."
It has to be
said the main

characters of

(president of

the game . . kind of mirror Devo. "It's a band of five people who play masse," Caesale says, "but that isn't their main purpose. They are counterforces to the mainstream society in SpudLand—an exaggeration of the world as we know it. Into "When the player enters SpudLand, their friends at LifeForms Unlimited had created a cure. But during one of the experiments at the LifeForms lab, Turkey Monkey is created..." and then, well, play the game.



Patrol, pursued by Big Entertainment Company. The only way anyone can see or hear anything in SpudLand is to sign with Big Entertainment, but the Smart Patrol does not choose to sign with them. They dump their songs and messages onto the BE net. Patrol are written and performed by Devo. The featured song, "That's what he said," is performed in a virtual club. Devo also appears in the Golden Ossis Retirement home, aged wheelchair confined ex-nusicians, playing a never-before-released song. •

the Pope Blesses CD-ROM

ope John Paul II will visit the U.S. this fall, and Jasmine Multimedia is making a two-disc CD-ROM program to commemorate the event. Inside the Vatican, based on WNET TVs six-hour TV series.

GERALD CASALE

traces the history of the church, views hundreds of paintings and artifacts and interviews historical figures. The program takes users through Israel, Turkey and Italy, and actors re-create pivotal uncoments from St.

Peter to present day



Bob Dylan Goes Interactive

ony Maie Faintsiannest will feature Rob Debas is By first CDPMs, as we defend amount from that combines and "the CD-ROW May be a selected as a



- lonathan Frakes

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NEW W\$RLD COMPUTING, INC

S tock prices in the home interactive electromes business were soft overall as investors secured their profits or moved seasonally sensitive money. The Fusion index declined almost 7 nescent in the month, mostly because of weakness in the PCrelated stocks, which as a group were down 15 percent, the first negative monthly comparison all year. Share prices of the curindge publishers rose almost 13 per-

cent, while the retailers appreciated percent. May was a month full of news -about E3, new platforms, new alliances Many month-end stock prices reflected such. The leadme samers were Acelain and Electronic Arts (up 14 percent and 12 percent respectively). companies that Wall Street views as likely market share leaders for new game platforms this fall. Retailers also posted respectable increases, especially NeoStar (one of three retailers to begin selling the Sega Satum on May 11) and Funco (both up 12 percent. Computer retailers Comp-USA and Eggbend were also up (5.5 percent and 7.9 percent respectively), as consumer interest in computers remained strong

Shares of America Online dropped 23 percent after rising dramatically all year. All PC publishers lost ground. Sierra On-Line was down 4 percent: Spectrum HoloByte was off 8 percent; Broderbund dropped 9 percent and Creative Tech fell

21 percent.

"We're going to see a resurgence of interest in the video Research market analyst Gary Cablehouse believes, "Nothing like the cartridge industry realbut probably acceptable growth. A recurring thing that we see is that computers are still hard to use. If you're look-

used in its first four or five years. ing for immediate gratification and/or entertainment or reference, a plus-and-play system is still superior from a userfriendly standpoint."



Jan Apr Jul Oct Jan Apr Jul Oct Jan Apr 193 193 193 193 194 FUSION Slock Monitor compiled by John Taylor, an interactive entertaine industry analyst with Portland, OR based Arcedia Investment Cooperation

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EGM Super Tour (August 11-13, 1995, Valleo Fashion Park in

Sin Francisco, CAe Sept. 1-3, 1995, Mail of America in Minne-apolis, MN, Sept. 16-17, 1995, Sawgrass Mills in Miami, FL Winter Consumer Electronics Show Jan 5-8, 1996.

on Center Las Veras NV Contact Electronic dustries Assn. at (703) 907-7600. Trade Only Summer Consumer Electronics Show May 23-25.

6 Orlando Convention Center Orlando El - Contact

Comdex/Canada July 12-14, 1995, Metro Toronto on Centre, Toronto, Ontario, Canada; Contact the

Windows World at Comdex/Canada July 12:14 1995 ion Centre, Toronto, Ontario, Canada:

Lan Expo at Comdex/Canada July 12-14, 1995, Metro

Toronto, Ontano, Canada: Contact

ø

Bits, **Bytes** and Buzz

Eyron Preiss

Multimedia will comblish CD-ROMs based on Penguin books, starting with John Stembeck's Of Mice And Men, scheduled for September...BlueSky Software will develop sports games for the Play-Station and Sega Saturn for Data East, Baseball and football games for 32-Bit platforms are in the works ... Metro-Goldwyn-Mayer will produce six to 10 CD-ROMs per year, The company plans PC and console titles, as well as multiplayer online games. based on film and TV releases and on original concepts ...Star Trek guru Rick Berman is currently beloine to

develop a Las Vestas Star Trek theme park, planning to open its doors next year at the Las Vesus Hilton ... ABC/EA Home Software is joint venture between Electronic Arts and Canital Cities/ABC) took a new name Creative Wonders will publish educational, family reference and children's entertainment CD-ROMs, including all titles previously released by EA° Kids. ...Soga used Duck's True-Motion Video to develop the

sampler disk included with the Soga Saturn. Duck's sys tem provides software-enabled. full-screen, TV-style graphics. ...Christopher Lloyd will star as a video game villain brought to life, this fall on UPN's Deadly Games

...Netscape has filed a registration statement proposing an initial public offence of 3.500.000 shares of Common StockGameTelc's

founder, Irwin Schwartz. retited as an officer when Bill Britt doubled his ownership in the company: Came Tek lost money for the last two quagters, but Britt's generous additional investment will finance CameTek's development of advanced system products .

STARWAVE **HEADING** Big BY BARRY FRIEDMAN

t's not easy to track Paul Allen. The Microsoft coformder has been on a spending spree. Here are his key 1995 moves:

Jan. 1: World Wide Web Starwave de-emphasizes AT&T's Interchange Onli Network in favor of the Web Jan. 10: Children's mul-

ia buy. Allen's investment group gives financial support to Storyopolis, which will produce film, television and imedia versions of children's stories

Jan. 16: Asymetrix staff s. Multimedia authoring software developer Asymetrix Corp. will sell its non-core prodnots and reduce its workforce by 36 percent.

Jan. 25: Ticketmaster Itimedia magazine. The med entertainment title will cover everything amuse-

Feb. 27: Medio site Medio Multimedia Inc. estab lishes Internet access com in Scattle; will go ratio Mar. 2: Outside 0

ing. The outdoors net debuts at the Creat C Adventure Fair in San Fran Mar. 9: Telesca & Design Online will design and operate the

Home & Design Online Mar. 10: ESPN Joint venture. Starwave partners with ESPN for a sports service on the World Wide Web and the

Microsoft Network Mar. 20: Invests in Dreamworks, Allen becomes the biggest outside investor in DreamWorks SKC. Mar. 21: clnet arrives. A computer network startup cable venture devoted to computers and online services announces an April I start date. Apr. 4: Telescan launch-

es financial service, a financial news and stock market quote service on the WWW Investor's Platform

Apr. 7: Precision uments investi

Allen pays \$5 million for 10 percent of Precision Systems Inc. Apr. 14: Ticketmasters, MTV accord. Allen's Ticketmaster Corp. and MTV

will sell concert tickets and merchandise directly to viewers. April 16: Video Tools marketed. Apple Computer Inc. and Asymetry Com. release two new products that add images or video to multimedia

Apr. 24: 3D/Eve particlon. It develops 3-D rendera and animation software Apr. 24: Family-oriented net service. Starwaye Corp is creating a family-oriented Internet service for near-future

May 1: Web entertain-ment magazine. Starwaye Corp. starts Mr. Showbiz, an online-only WWW entertainment

May 8: Interactive TV ce. Mr. Showbiz combines the elements of daily entertainment news updates weekly features, movie reviews lots of good celebrity gossip, and humor pieces with unique ele ments, including a unique daily

y 14: Medic et ITV. an interactive television service it developed

with Microsoft and Seattle-area media partner May 23: Sun Microsystems unwrapped its nextneration Hotlava Internet World Wide Web browser. av 30: Stanwaye CD

ROM teams with musician Sting and A&M Records on interactive CD-ROMs for late-1994 release

No question, Paul Allen has a broad-based investment strategy. I believe that Paul is investing in items be personally enjoys, and that the moves are intensely synergistic. Paul Allen is sup rting new technology, wants to be an Internet provider and supply information on sports, out door activities, children and music. It's also clear that Allen is not wedded to wires. His investment is in wireless delivery

Paul Allen is spreading his wealth wide through the interactive marketplace. Expect more moves during the rest of 1995 and beyond. Barry Friedman

president. International Computer Crossp myriver@aol.com

serial novel.

DEEBEACTOR

A GUIDE TO THE STARS OF THE INTERACTIVE STAGE.

Music for the Masses

Rap, Rock and Metal Musicians Shake the Internet

EVERYBODY MUST GET STONED!

Rolling Stones Website (http://www.stones.com/ affords netsurfers a glumpie into the heart of the phenomenon that is the Rolling Stones. Fans can find tour dates, set lists and back-and-front-stage video taken at concerts. Audio clips let listeners bear bits of songo off the new Violeo Lounge album. There's also large (up to 14-Meg) QuickTime video unterviews with Mick. Keef and materies with Mick. Keef and the part of the stage o

the other Stones.

In the Voodoo Lounge, visitors can leave questions for the band members, and read their answers to fine, most obscure

Stones' trivia questions.

After perusing a gallery of snapshots taken by guitarist Ron Wood (including the oblic-

afory moon-shot) on the four, one can start or add to a "Rolling Stones Fichon" story: Among stones launched by Kenth Rechards and (ex-Pink Floyd founder) Syd Barnet, was Cocksucker Blues at Robert Frank's House, started by Mick Jagger It begins with "The Royal Mounthies knocked on Robert's food door, armed with seven different search warrants. Being occupied in the shower by his new girlfnend Gina, the rapping at the door went unnoticed" He's Mick; we'll have to

forgive him.

Of course, not every visitor to the site is a Stones fan; one of the guest-created stories is titled What Wes it Like When Denosaurs Romed the Earth?
What a drag it is, getting old.

EARTH IS WATH.



MAN IS GRUB.



WANT MY MTV!

(http://www.mtv.com) is a site to MTV's Beach House, where MTV carries on a house party all summer long. Still under construction, the site offers a description of the House and some of the on-line events (c. l-britis on-line etc.) that will be taking place



TOURIST TRAP!

Megadeath, Arizona (http://www.bazaar.com/megad eath) was one of the places Pee Wee Herman traveled to in Pee Wee's Big Adventure that was unfortunately cut out due to the film's original excessive 8-hour length, Well, probably, Leastways

When metal somethingsomethings Megadeath recorded their new album Youthanasia, they set up a recording studio on the

outskirts of Phoenix, Artz, This site was created to celebrate this glorious event.

Entering the visitor's bureau gives users access to the whole town," Available for your perusal are the necessary tour date updates, a comics page, sound clips from the new album, video clips, video interviews, freeware, Megadeath email postcards, "screen saviors" and a band biography titled Godzilla versus Messadeath. written by Dark Rivers of the Heart scribe Dean Knontz.

LICENSED TO ILL!

Beastie Boys-Grand Royal(http://www.nando.net/ music/em/GrandRosell Enter ... The Living Room! By clicking on different pieces of furniture in a smoothly decorated '70s living room, users can access Modern Quadraphonic the Beastie Boys' tour zine, a discography, a frequently asked questions list about the

band, a reprint of the



in the magazine of the Lollapalooza '94 Tour), a text piece by Mike Don the fifth Beastie Boy: Billy Joel, and find out the lowdown on own indepen-dent record houses such talents as Luscious lackson). As

you'd expecttour date list-

clips, video clips

and interviews

ings, sound



RAGE IS HOME.



(PRIMAL PAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sagam Gandsism Sagam Gana Gaarm SAPAT NEST Historica Ganologa FC-Cb Rom





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Ready system on your side. It's powered by an features, including 64-bit graphics, a quad speed



SEE, HEAR AND FEEL THE DIFFERENCE:

NEC





are lining

the broadband pie.

to sell

There is a battle on for the heart, soul and pocketbook of North America. On one edge of a shallow, cable-lined trench stand the massed might of the telephone companies, armed with cash and a huge, saturated infrastructure.

On the other side, the cable companies hold their ground with large numbers of installed Corporate compatant high-speed systems and experience

in delivering entertainment programming. Both have access to technology

that will radically change the entertainment and telecommunication landscape In the background, out of the

direct line of fire, partisans and big players make alliances and structure joint ventures.

They all want to sell you the future, and they want to do it now What kind of future do they have in mind? It looks something like this: A single line into a private home provides a high-speed Internet link, access to thousands of

IV programs and movies, interactive games against other subscribers, some community services and 10,000 flavors of home shopping. This range of services is loosely termed broadband. What "broadband" means, in this sense, is sound and video broadcasting. Because there is more information in audio/video

transmission, it takes more bandwidth to send out. Under this definition, radio and telecommunications are narrowband. TV is broadband and cable television even wider But in the face of the coming revolution, broadband means

everything from video phones to video-on-demand. When the final pieces of the required high-speed networks are together. the future according to ATAT will be here Not only will you be able to do the convenient-but-boring stuff like renew your driver's license at a cash machine, but,

eventually, your TV will replace your computer, your telephone, your video game system and your local first-run movie theater. And, even better, you can sit in the comfort of your own home and renew your license. That kind of service is still theoretical. Right now, the future is composed largely of sports trivia games and home shopping.

That's because envitors and namers of content are only now being added to the mix of wanna-be broadband providers, who have been concentrating on getting the technolgev in place to the customer

For the bigger players, programming is less of a problem. It's only a matter of time before subscribers to Time Warner and Viacom's respective services have video-ondemand access to the huge libraries of media that each company owns. Cable companies are also exploring ways to put libraries of CD-ROM programs online, for subscribers to donuloud



Video-on-demand, programming viewed when the customer requests it, is going to be an internal part of this new information medium. There is no 500-channel cable in the future. There's only one channel, and that's whatever you want to see," says Gary Arlen, industry analyst and presi-

dent of Arlen Consulting, Bethesda, MA. Soon a night around the TV will be a custom-programmed event, where family members choose everythme they watch from a menu of films, TV shows, services and pay-per-view events. Video-on-demand from local cable providers will be most people's first encounter with broadband-type services, unless they happen to live in one of the interactive TV test markets around

the country What will it really take before we all

Faster data transmission is the key. Right now the industry is seeing the synthesis of several emerging technologies that promise to drive band rates up to bit-scorching speeds. Standard moderns now transmit at 14,400 band per second, while the fistest ones transmet at 78 800. Integrated Services Digital Network lines operate at a basic speed of around 56,000 band, and permary lines can be configured to run at around 1 million baud. Revular television program-

Will broadband replace

the Internet?

Don Daglow, StormFront: Ron Beltramo. "The problem that exists with Atari spokesman:

broadband right now is that the nee ple who have created it did so with video on demand in mind. They may

have had much loftier goals, but they made sure they got that part meht "Depending upon the system, the suitability of the system for true interactive, socially-based multiplayer games varies from very, very low to some potential, but these systems

have not tended to have extraordinary potential for that because they are so focused on that video delivery naradigm. I think for them to threaten the traditional networks in terms of social interaction games, they will have to have a better back channel, a better way to get more about the user, the user's wants, and needs back into the system instead of just having the user able to navigate through the system. "That's what the current networks have that broadband providers do not

Since broadband can deliver far superior graphics and sound, they have is, it's like having a wonderful mouth but tiny little primodal cars. Without the ears, it's difficult to learn how to speak For broadband to speak to

sumers, it needs more ears, which are the back channel That's why the networks are going to remain a better multiplayer game forum for probably a significant hunk of the future until that issue gets solved. Once it is solved, then the

whole world changes. Tom Waldrup,

Intel Spokesman: "No, it will complement the Internet and make the Internet even more attractive. The way it would work is that a cable company or phone company that wanted to deliver high-speed data services to home users would offer connections to the Internet and to other available services, such as AOL, CompuServe, or any other services that mucht make sense home shopping, home finance, education, infotainment, etc. But by using their own high-speed connection to the service, they provide a gateway to the Internet that is very attractive because it is so much faster."

We're involved with Time Warner's cable What I've seen and heard so far is that what people want on demand is music and videos, so that is a definite opportunity for broadband. If it's priced right, people are ready to take advantage of those services. But I don't see it as replacing the Internet in the immediate future 'Yet the Internet is only a small group of people, mostly young, It doesn't reach the everyday person. It's convenient and neat to browse. But it's almost like information overload, not really entertainment. For the aversee consumer, it will take other avenues to reach them"

Martin Levine, Editor & Publisher of the Digital Technology Report:

"No. I think there's always going to be a place for the sense of community that the Internet provides and the type of functions that the Internet provides that don't need to be transported to a broadband environment.

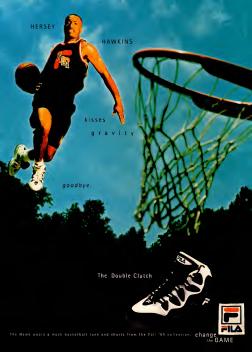
"It may be that the Internet will be carried over to broadhand networks. but even that will take years before the entire country and the entire world is wired for broadband networks. The Internet is here today."

Robert Holmes. President of Acclaim:

"We do not feel that broadhand will replace the Internet. The Internet is essentially a "free" network that provides a common marketplace for the exchange of information and ideas Broadband, however, has the notern tial to address the speed and quality of the flow of network information, facilstating a broader array and higher quality of audio and visual entertain ment and information than is possible on the latemet. We believe the two will coexist"

Lynn Tucker, of Interactive Marketing, Inc:

"The two are exclusive of each other, almost like radio versus movies. No, I don't think any vehicle would necessarily replace another one and



nung feeds at 3 million bps, and the next generation of broadband servers operate in the 20-40 megabaud range. Whatever the content, these data speeds

mean that sellers can put a lot of at into the home Getting information back from the user is a different story, however. For interactively, broadcasters must provide a backchannel; a way for users to talk back to

for users to talk back to them Right now, many of the ITV services use regular telephone lines as a backchannel, and a few cable companies have had some success in using cable

lines for feedback
These narrowband return
lines are fine, so long as the info coming
from the user is only a few button clicks
and credit card numbers, but totally made-

quate for actual live video interfacing, which is sort of the Holy Grail of interactive service providers.

Achieving equitable backchiannel speeds is necessary before hasures like video phones become commonplace, but with ISDN (see sadebar), digital switching and asynchronous transfer mode communications, telcos and cablecos are teady to provide a new generation of services.

Well, almost ready.

One other maturing technology, fiber optics, is central to the delivery of the digital signals that broadband relies on, Cable

estimates say that it'll be at least five long years before the whole country is wired.

In the meantume, comIn the meantume, comIn the meantume, comIn the meantume obtains like
In the meantume of the meantume
In the meantume

within the next three years.

More than technological perils stand in the way of companies working in this volatile field. Insiders jokingly refer to interactive television as "the nations' fiestest-strowing zero-billion dollar industry."

the user is only a few buttons clack infinitely to by down a much fiber optic condition of miner, but totally unades calle in fat a possible, but even optimate in fatter-growing revolution dollar in broadband \broad-band\n 1: sound and video broadcast-

and telephone companies are both working

David

Lockton

ing 2: there is more information in audio/video transmission, it takes more bandwith to send out 3: radio and telecommunications are narrowband, TV is broadband, and cable television is even more so



Sega Channel takes cable to the next level

Sega Channel is counting on a prenuum service called Express Games to survive the impending retail death of the Genesis. Talks are also under way with Gatamult that would turn it into a two-

way broadband service.

So far, the shaky 16-Bit market hasn't affected the New York City-based operation. Since its January 1995 start, Sega Channel has signed up 250 cable companies with a total reach of over 7.2 million households. They'er adding about 50

cable operators a month.

"We'd love to have a million subscriben by the end of the year," say View scriben by the end of the year," say View that this is the year, 1995, with the most active Geness users of all time. In exstance Geness users of all time, the creat. The active user creat generally follows the retail creat by a year or so." Sego Channel caves get cages when asked about the current textl, so it's hand to tell how close it is to miking that millionth customer. Estimates are that the service is less than halfway to its goal. That's fine for 1995, but Seea Ghannel

That's fine for 1995, but Sega Ghanne management is counting on staying viable for another three to four years. This fail SG officials hope to postpone

This fall SG officials hope to postpor the inevitable decay of the subscriber base with a 3ZX-compatible adapter. In light of the 3ZX's weak market position, that would be like swimming with a

cement life preserver. Fortunately for its long-term health, Sega Channel isn't counting heavily on the 32X. 'Our mandate is to program for the Genesis user,' says Shornook. 'We would like to be a programmer in the true sense of the word. Imagine a role-playing game in which the player solves a group of pazzles and gets a password that allows them to continue the quest the

"We want to give unique gaming experiences you can't get anywhere che." So far, Sega Channel has run special promotions with Earthworm Jim (Playmats) and Triple Play Baseball (Electronic Arts). After downloading a special venion



That's probably not very funny to David Lockton, His company, Interactive Network Inc. (IN), pioneered the interactive TV industry with play-along sports games, and holds several important patents on technologies that will probably be in widespread use as broadband interactivity

of the game via satellite on lan 25

subscribers competed in the Earthworn

levels won a trip to meet David Perry.

The June Triple Play event also

involved a special version of the thenunreleased title. Users played three innings, got a password and dialed a n

Cooperstown. The participation rate on

the Earthworm lim Race was 25 percent.

so Sega Channel will be doing a lot more

Normally, Sega Channel premieres a

game three to six months after its retail

debut. To smash that outdated window,

her to become eligible for a trip to

interactive promos.

game enthusiasts

lim Race. The first person to finish all five

employees in a last-minute attempt to secure more financing. IN's crucial backer, cable giant TCL declined to invest mon money in the company, and has formed a strategic partnership with Accisim Entertainment to provide interactive content (see Prime Time Players in this section).

Part of IN's, and everyone else's, problem is that nobody knows what is going to be available or who is going to want it Market research has never shown a lot of interest in interactive TV, but companies are hedging their bets and seeking all the potential killer applications that will make it a must for the consumer. This dilemma is stated succinctly in

the final report of the Australian Broadband Services Expert Group "We face a complex set of ... economic and regulatory issues. Demand is uncertain, as are the precise nature of the technological and social impact of new communications. Yet we cannot tum our backs on the new networks" Certainly, the telephone and cable

roviders can't afford to turn their backs. because they aren't the only ones on the field. While the two most established competitors fight to put the expensive fiber into the ground fastest, wireless broadband technology may leave them both behind. Direct broadcast satellite systems are

already transmitting hundreds of channels into an increasing number of viewers' homes around the country. While the satellites can transmit a lot of data, there's no backchannel, and hence no interactivity. but that apparently is not crucial to the million or so subscribers to DBS services nationwide. Cellular communications tech-

nology is also showing a lot of promise as a delivery system capable of carrying gign hertz of bandwidth without need for cable

Shorrock

Sega Channel introduced Express Games in July. It puts games on the cable on the day and date of their retail introduction. This procedure is sure to satisfy arctions

Express Games is a rental service Subscribers pay \$3 for two days. That's a little higher than some retail rental outlets, but Sera feels that convenience and the elimination of availability delays will make Express Games viable.

Batman & Robin (Sega) kicked things off in July, and three to five premieres are promised for this month. Primal Rage is locked in for September. The Catapult negotiations could give

Sega Channel a rocket boost The technology under discussion would allow interactive play through Sega Channel by any

two subscribers. The lure of head-to-head competition is probably what's needed to hold most users past January 1997.

Is there life on the Next Level?

Sees Channel's immediate objectives are clear and obvious, but its ability to change long-term strategy is jeopardized by the death from cancer of Stan Thomas last spring. He lived to see the startup, but the "Great Helmsman," as some of his heutenants called him, won't be around to steer Sega Channel through turbulent

competitive waters For now, the executive team Thomas built runs Segs Channel under the supervision of its hoard. Some tough program-

ming decisions and technological decisions loom on the horizon. Whether Sega Channel stays on the wave crest or founders in choppy surf will depend on its ability to make a transition from the outmoded Genesis to a more powerful platform with a prospective life span that stretches to the millennium.

"All of this is very interesting," says Gary Arlen, "but not critical to the end user. They don't care about how it gets into their home, they want to know what form the programming is going to take, how much they're going to pay for it and what boxes they have to

connect to it."

Unfortunately, these are the questions that remain after the basic delirecy questions are answered. Time Warner Cables' Full Service Network trial in Orlando, Fla., provides a prototypical example of interactive TV, but there is still too much that is uncertain about the technology, markets and content of broadband entertainment to be able to needict when the future.

belongs to.

So when is the future going to be here? Since it's ambody's guess, here

are a few of our own predictions:
Widespread video-on-demand: 1996.
Tests are being conducted, and many hotels around the nation have VOD systems up and running.

Widespread ISDN: 1997. The Baby Bells are working furnously to get this technology into place, and Pacific Bell has most of California wired. Many countries around the world already have more advanced ISDN systems

than the U.S.

Networked gaming over cable: 1995. The Sega Channel (see related story) is available now in many places, and Scientific Atlanta just shapped 300 more Sega Channel server systems to

cable providers around the country. Cable television access to the Internet: 1997. Intel is experimenting with this, and predictions peg the synthesis of net surfing and channel surf-

ing by the year 1997;
Video Telephones: 1998. Forms of this are available now, but reliable, real-time video telecommunications should become much more common

after ISDN networks are in place.
Widespread interactive television:
1999. Predicting who will get to the
market first is impossible, but some
form of interactive TV should be commonulated by the end of the century.

Integration of all these technologies into one, true, broadband, interactive medium that replaces TVs, computers and telephones: ? No real way to guess, but it's the logical extension of the current tends.

rent tends.

No one can say when, but everyone agrees that it will be here. Gary Arlen:
"It's a very big, complicated process.

Some services will be available in two to three years, but unaversal access is probably still 10 to 15 years away."

In that case, remember to set your VCR. The revolution will be televised

Integrated Services

Digital Network

ISDN will change the
way you look atand communicate
with-your telephone

... JOHN WESLEY HARDIN

Become it was design: for technology from the pair, DNDs in the tunner, when the right row. In the same of the certification is the contract of the contract o

However, there is one increasingly available tee usology capable of delivering the future to your home, sooner and cheaper than you might expect. The Integrated Services Digital Network is an into nationally agreed upon data transmission protects that transforms one conventional twisted spirit ploss line into three degital lines, at speech much greate than regular phone service.

While it was to place libercepte caller, ISIN, while it was to place libercepte caller. ISIN maintained to be many case and all becoming non small and becomes present the control of the



carry slower transmissions like credit and venifications and online service sessions, all at the same time. The user can have three calls going at once to the same or different location, with each channel carrying a different kind of data. While more user-modifies areas have

distinct location, with on its channel corresponding to the other beamed corresponding to the other beamed corresponding to the other beamed by the condition of the other beamed by the o

But Interfece, this channel conditions or turner analytics, care are ability, channels that transmit at 1.5% merglocal While this is all fee, for shower than the period transmission, it makes multiable or at least probable, a which late all the period of the period wido teleconferences, high-period LAN beLAN connections, the tradelogy from the transmission of radelogy information falls CAY-come, for example), removed to the period of the period

again or some of a shall feet sound seem of a shall seem of a

end .

On The Technological

JOHN WESLEY Don't ignore the business behind the static curtain

Edge

When it fulfills its promise, broadband entertainment will be to TV what broadcast television was to radio. Eventually, it will change every aspect of how we communicate with others and entertain ourselves. Important questions remain to be asked about non-commercial and public service anoistations of this employing setchnology. (If we produced to the community of the produced to the community of the community of

Important questions remain to be asked about non-commercial and public service applications of this evolving technology. It's assured that education, health care and other social issues will follow us into cyberspace. Whether they can be more effectively addressed remains to be seen.

So far, few groups have appeared that

So far, few groups nave appeared mat exclusively champion the concerns of the end user. That's probably because, until recently, there haven't been any end users. There is no fear that the base needs of the end user will be overlooked by companies hoping to be part of what is estimated to be a \$5.5 trillbor market by the next decade.

a 35.5 minon market by the next occasion. Many of the decisions made by commercial forums will have far- and wide-reaching impact on the type and variety of services finally delivered to the customer in the end. One such forum is the Partners in Open Wideband Entertainment Resources (POWER). Allinger.



The POWER Alliance is a consortium of companies dedicated to preventing the kind of mess that has been made of standards and compatibility in the computer industry. According to Jeana Toney, the group's acting chairwoman, 'The POWER Minance should make the interactive TV market comprehensible and accessible to customers.' Organized by PowerTV is alliance will aboby for support of PowerTV is partner. The chair interactive partner. The chair is partner. Th

NITES, move tormas.

"Open standarks for software development are especially important, because consumence are little about boxes—they care about applications and programs," asys Alexandre Balkaniks, ichief openeting officer of C-Cube Microsystems. "To develop the interactive television industry, we must make it as easy as possible for artists, authors and programmers to create intercently, entertaining, informative and educational software and video programs."

The fact that PowerTV started this group would seem self-serving if their operating system had not already been given ringing endorsements. Influential hardware manufacturer Scientific-Mianta selected the PowerTV oneating system for their next

PRODUCTS

Fix trighter with VIRTUAL PILOT PROPIN Taking the best features of the award-winning VIRTUAL PILOT™ plus added viewing capabilities and fire buttons, it is ideal for advanced fright simulation and driving games. For those who take their game playing seneusly! For IBM PC-compatible computers.



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Jump into the cockpit and expensions your most Internee flight over with FLIGHTSTICK PRD for 300°, the first 300 analog joystick. A Brill to use with 300 software from companies like Crystal Oynamics, Comark, and Dynamics

Take total control of your aircraft without ever removing your band from the stick! FLIGHTSTICK PRD for Macintoch in features a programmable trigger, three fire buttons, and a programmable eight-way switch. It attaches to the ADB port found on Mac SE or later models and requires 6.0.7 software or bigher. ----

-



TRACKBALL PRO™ is a great alternative to the traditional mouse. It also serves as a professional pointing device for deskice publishing, CAD/CAM, and games. Available for both IBM PC-compatible and Macintosh

ly the best!

generation of digital set-top boxes According to Michael Hamey, VP of engineering for Scientific Atlanta's Subscriber Systems division, "The PowerTV system is the industry's foremost operating system for digital television and we believe it is the only viable choice for interactive TV vendors and

developers." Membership in POWER is open to interested companies. Their web site, open to all, contains information about members, technical resources

and web sites of interest to ITV developers (http://www.power_alliance.org) Just because companies are lining up behind PowerTV's software doesn't mean there isn't stiff competition. Just as operating systems like Windows and

Macintush compete in computerdom, no single interface will rule interactive TV in the near future. Long-distance behemoth AT&T and

BroadBand Technologies, manufacturer of telephone network software, announced their joint project, the SLC-2000 Access System, a full-service network operating platform that will

integrate telephone, high-speed data and diental video services General Instruments, another seemingly ubiquitous player, is the largest manufacturer of cable TV set-top units in the world, with multiple fingers in other parts of the wideband pie. Two years ago, Microsoft Gorp. agreed to provide the operating software for a new generation of General Instrument boxes. Troubled

by "setbacks" in the design of the software, Microsoft's system is still not finished, a full year after the planned rollout of the hardware. In May, GI signed an agreement with software platform builder Microware Systems to use Microware's DAVID, an open-architecture operating system, in 4 million of General Instrument's new

digital set-top consoles. DAVID supports multiple development tools, video servers and transmission systems.

With this move, Microware could set a standard for ITV operating systems. To make interfaces and, it is to be hoped, entertaining programming for interactive television, creators need development systems. Development systems for high-end video-gaming platforms like the Sony PlayStation or Sepa Saturn cost hundreds of thousands of dollars. The cost of development tools for



Michael

Harney

interactive television ranges up into the millions. So far, only one system is within reach of

the average company. nVision is a development system from supercomputer makes nCUBE and Apple Computers that lets designers use Apple's Onick Drew and QuickTime technologies to create programmine. The system's relative low price (around \$230,000) will allow small developers access

to technology that is normally only available to large corporations. Robert Goldberg, VP of marketing for nCUBE: "nVision offers developers the ability to simulate large-scale multimedia trials at a fraction of the price of a high-end ITV system.

One group formed in the public interest is the ATM (Asynchronous Transfer Mode) Forum. ATM is a packet-switchme technology (similar to, but faster than, cellular phone transmissions) that allows different types of data to be transmitted at high speeds on the same line. The Forum's charter is to hosten the development and deployment of ATM products and services to consumers and small business owners, while promoting industry cooperation. There are now over 700 members in the Forum, software giant Microsoft among the more notable The ATM Forum is online at

http://www.atmforum.com/. Another place to find basic info about broadband technology on the web is at San Diego State University, at http://buzzer.sdsu/atm.htm There's really no need to learn how

high-speed networks deliver service to the home; the important question for most of us is, "What will it bring when it gets here?" Broadband technology is a commodity designed to be sold to millions of people. It's safe to say that, at first anyway, interactive TV will be like cable TV. only more so.

As the Internet is transformed by the same or similar technologies as television. Internet service will become part of the package sold by ITV providers. Will this synthesis create a wired world where the Internet is as widespread as telephone service, or will the Internet be turned into some sort of broadband, public-access ghetto for the disenfranchised? As the technological questions are answered, it becomes clear that the hardest questions have not yet been asked.

The U.S. West rest

The primary technical test for Telechoice is over and a consumer test of this interactive television service is about to begin in Omaha, Neb. US West, created by the Bell bust-up in the early 1980s, has a fiber-optic, coaxial hybrid network with a 50,000-home reach and is ready to start testing both

one-way and interactive programming. The company includes the three former Bell companies Northwestern Bell, Mountain Bell and Pacific Northwest Bell It covers a 14-state territory west of the Mississippi and also has overseas interests in eastern Europe and the UK.

A recently announced stock plan divides the company's operations into US West Communications and US West Media. The former services the core telephone business, while the latter is ventures such as multimedia. "We think broadband is a natural evo-

lution of our business," says US West spokesman Bob Kelley. "The ability to not only provide voice and data, but true interactive communication and video entertainment made it seem to be something we needed to be part of in the early stage or risk being left behind." US West started working in broadband in 1991, following several years of research. Kelley credits Tom Bystrzycki, executive vice president of operations and technology, as management's most persstent broadband advocate, "Within the company, he's identified as the visionary who committed the corpora-

Bystrzycki's gamble is almost ready to start paying off. US West selected Omaha as the test site in 1992 and started construction of the network the following year. The trial, which began in 1994, also included "friendly households," families that signed up for costfree subscriptions to the multimedia programming then available

tion to this project.

The fiber-coaxal net carnes both video and telephonic services over separate transmission paths. The analog and digital video signals travel over fiber optic conduits to neighborhood nodes, each of which serve approximately 400 homes. Signals travel down coaxial cables from each node to the individual (continued on page 40)



HOW ABOUT A BIG 'MECH WITH AN ORDER TO FRY?

MECHWARRIOR'2



















Scientific Atlanta is manufacturing the set-top box. The 3DO Company provided a lot of the technology inside the case. The pricing structure, assisting

excitionacy material results, assuring FCC approval at practice, assuring FCC approval at practice, as still up in the air. The FCC responder up in the air. The FCC responder of the FCC responder of

to cust soues.

Ust West picked Interface
Communications to run the retail business. It has sole responsibility for setting the price to consumers, program selection and packaging of services. Since there are two other cable could be cable to the country and packaging of services.

west Omaha residents, the fees will be competitive. The first available programming is analog-based. This is a more-or-less standard cable TV

offering under the name Telechotee Apart from a few stations not currently in the Omaha market, it is nothing unusual. Sega Channel is one of the offering, though that service will expand capabilities as Telechoice adds digtal offerings to the mix in Just fall.

When digital service begins, Telechoice customers will be able to order movies on demand, play games interactively against other subscribers and shop at home. Aiready amounced games include Sega and 3DOs full catalogs of interactive software. NTN's OBI football stroughton and inter-

active trivia games and multimedia entertainment.
"The importance of this project, the big picture, is that it starts to fulfill the promise of the information highway," Kelley declares "All the other Telechoice services are good, but interactivity is the

"No one is sure if the specific technology we're testing in Omaha will be the technology of the future," Kelley admits, "but there's going to be a full interactive convergence of entertainment, information and education—and that is exciting!"

end

Prime-Time

Players

By JOHN WESLEY HARDIN

Meet the new boss;

same as the old boss

Interactive TV and broadbased estartisation means are associated between a 54 ml. Bent at earthcopied between a 54 ml. Bent at earthcopied between a 54 ml. Bent attend market within 10 years, so if he may be the providers are awooked. It takes heavy battlers like Time Warner and ATEC for the deep pet kets needed in bould networks, cred to be the providers are within the term of the providers are within the providers are the providers and the providers are the providers are the providers are and they are making plain to deliver LSW with and NTN Commenscripton.

will produce US West TeleChoice, an "enhanced video gateway service." NTN, provider of interactive TV service to har, restaurants and other businesses nations restaurants and other businesses nations (DB), an interactive control of the control of participants of the control of the control of participants of the control of the control of participants of the control of participants of the control of participants of par

tually be available to 45,000 homes in the trial area in Omaha, Neb Southern New England Telephone (SNET) will offer video and interactive ser vices over telephone lines, to about 150,000 homes in Connecticut by the end of the year, SNET Personal Vision, distributed over SNET's hybrid fiben/co-axial network. has 45 channels of basic and premium cable programming. Enhanced pay-perview channels play movies more often than regular programming, much to the delight of all the home ememaniaes. The Personal Vision video-on-demand library contains around 1,600 movies, special-interest programs, news and special events to be ordered via television remote control

SNFT the final congains in the country to successfully paper the Cable Act of 1994, will introduce interactive IV service in 1996 or 97 in Coencetcoatt The U.S. Datrict Coart in Coencetcoatt The U.S. Datrict Coart in Coencetcoatt filled the text provided crible IV provides from providing programming in their own service areas. SNFT spokesperson Beverly Lévy "Now, we can Jean what our causement want and fill arry gaps in our service with appropriate programming, no matter what the elements."

Tele-Communications Inc. (TCI, the largest cable operator in the United States, was the first to carry the groundbreaking Sega Channel. The former backer of the now-dissolute Interactive Network is branching out into

related areas.

A joint venture between TCI and Acclaim will distribute, develop and acquire entertainment software for all interactive electronic media and promote a new standard network game platform

to be incorporated into TCI cable service set-top boxes. The Clen Cove. NY-based project is headed up by MTV and Nickelodeon media-whiz lohn A. Lack

TCI joined with a Silicon Valley venture capital firm to form @home to offer highspeed Internet access through existing home cable systems. Since cable modenn work over 1,000 times faster than telephone modems, @home could start an Internet revolution. Roman Ormandy, president

of Caligari corporation, was effusive about the potential for the technology. "If consumers can connect worldwide at these speeds, they can create new ways to run businesses, educate themselves and so forth. New opportunities are just waiting to explode." Caligsri makes trueSpace 3D modeling and rendering software.

Proncer New Media, Home Interactive Television, Inc. (HITv) and Coaxial Communications will bring national and local information services, impulse paymenview, an interactive program guide, interactive games, shopping and other services. Pioneer manufactures the stand-alone

units, HITv provides software and Coaxial will distribute the service when it debuts this fall in Columbus, Ohio HITV Interactive uses a telephone backchannel to download new functions and change existing applications. General Instruments, parent company of

the Sega Channel, recently moved to pro vide true interactivity on the Sega Channel CI will incorporate Catagolt's XBAND technology into their Sega Channel adapters, so customers can play head to head, connecte in tommaments, see rank, ings and stats of other players, and send e-mail over the Internet. The Segu Channel delivers around 60 video games a month to about 30 markets around the country, with more to come

Oracle and Hewlett Packard will deliver interactive TV service to a test market in San Jose, Calif., including video-endemand. Pacific Telesis will provide the service throughout Southern California Oracle portnered with Intel to create home-interactive video based on personal computers. The technology uses existing

telephone circuitry to deliver video e-mail. news on demand and other services CTE and Creative Multimedia formed a partnephip to bring CD-ROM entertainment products to 4000 GTE Mainstreet subscribers in Massachusetts and

California Initially costomers can download multimecha munder mysteries. created by Creative. including Who Killed Sam

Rupert? and Who Killed Elspeth Hockard?

It's really only a matter of time. hopefully not too much time, before the fature comes right to your curb

Time Warner Cable's Full Service Network

The nation's most well-publicized interactive TV service came online in Jamary, in Orlando, Fla., with just over 4,000 subscribers

Subscribers to the FSN have access to the Carousel Navigator, a 3-D graphic interface, 62 movies on demand, interactive shooning (in a 3-D virtual mall) from a variety of merchants including Spiegel, Williams-Sonoma, The Nature sany, Warner Bros. Studio Store and the U.S. Postal Service. Atari Jaguar es are available to play on the uni included with the subscription. There is a network playable action/strategy game called Pods, interactive Cin and solitaire Klondike, Customers follow broa and eable schedules with an interactive orogram guid

The fature should bring more movies. news and HBO on demand, additional merchants and a Magic Music Mall for music products. Eventually there will be onnections to public libraries and schools, as well as banking, classified ads, travel, food delivery, long-distance

and local telephone service With so many venues available to the subscriber, it will be interesting to track the societal effects of such a service A nundown of the major cominvolved illustrates the scale of the open n: Time Warner, US West Toshiba nd FFOCHU Composition (the world) rgest trading group) were the major vestors. AT&T provided the first com-ercially available ATM switch. Hewlett Packard provided the color printer to omes, Hitachi roannfactured the demultiplexer that controls information to and from the home, Silicon Graphies built the servers and MIPS chip for the Scientific-Atlanta integrated the home communications terminal/advanced cable box with Silicon Craphics, built the head-end and distribution electronics, digital modulation equipmen amplifiers, laser transmitters and the ptic≥l receivers in neighborhood nodes. That's the hardware. Eight companies

collaborated on the software, including

Silicon Graphics, who designed the

ment applications

Carousel Navigator, and Time Warner

Interactive, who gave input on entertainend











s an undergraduate at the University Itah Nolan Bushnell defined the unique philosophy that would both charm and tinx has life. "As a freshman in college, I wrote a theme paper stating that the way to have an interesting life is to stay on the

steep part of the learning curve I reasoned that a bright person should be able to fundamentally master almost any discipline in about three years. When I say mastery. I mean hit about the 90th nercentile. You can spend the rest of your life

trying to move up that last 10 percent "I want to be constantly on that 90 percentage curve, which means I have to change venues often. That's why I went from games, to restaurants, to toys, to robot-

ics, to venture capital, to networking to telephones "And once I reach that mastery. I lose interest. I was an avid sailor. I decided that I was going to make an assault on the Transpac [an international yacht race],

which I won, I went home, and I don't think I've been on a sailboat three times since then

"Been there, seen it, done it."

The Can't Lose

In 1970. Nolan Bushnell converted his daughter's bedroom into a workshop. He made more than just the first arcade video game in that room, he created an entire industry.

olan Bushnell did not invent the first computer same. While in college. he played Spacewar, a very early computer game. The University of Utah was one of only four schools that had a computer with a screen (actually a teletype). In the early '60s most computers simply printed their read out.

Bushnell did not invent the first comoperated game machines either. It may surprise many people to know that before video games, there were coin-operated racing games and flight simulations.

"I think the original games were mechanscal tours de force. They were so clever in what they were able to do with compositing. Some of those old machines were basically dynamic slide projectors.

"One of my favorite games was Speedway, by Chicago Com. You controlled the projected image of a race car that was composited on a track with other cars. If you collided with another car, the same showed a projected image of your car wining out"

While in school, Bushnell was very familiar with these games. He managed the game department at Lagoon, a popular amusement park just outside of Salt Lake City. "It was a significant portion of my education,"

says Bushnell

After graduating from the University of Utah and moving to California. Bushnell combined his education in arrade names with his formal training in engineering. He constructed a workshop in his danghter's bedroom and created Computer Space, the first coin-operated areade same. According

to Bushnell, the game sold somewhere in the neighborhood of 2,000 usets "I cut comers as much as possible when I made Computer Space. The quarters dumped into a gas can. This was before there was an industry that made parts. As a

little company, if you wanted to do this you had to find ways to do it yourself. We mode

fied televisions for three years before there was a monitor manufacturer." Computer Space was the last came be ever created with his own hands

Bushnell formed his own company, Atan, and set out to create "the easiest game imaginable," "Pong was a knock out of the ball nark. We sold 50 000 units."

Once he founded Atam, Bushnell found himself in a new role-business manager "It seemed like on the business side, I was

the only one to do it. I could set other people to do the engineering. Bushnell is uncomfortable taking credit

for creating the electronic gaming industry "I enabled it. I was just the pur who set it up so that it would cost you a quarter Atari grew more quickly than anyone

could have dreamed. It became more than a company, it became the genesis of an entire industry. Steve Jobs, co-founder of Apple Computers, was an early employee of Atart. Sid Meier and "Wild Bill" Stealey decaded to form MicroProse while playing Red Baron, an Atari game. Backed up by a

anaging creative com process than most business are those that undenstand risk are afraid of failure no matter how small. It is my philoso-

play to take any risk that has a very low cost and a hure unside. It is surprising how much can be learned about a project with a few thousand dollars risked.

Engineering school teaches the engineer to focus on issues that are "knowable" those things that are not currently

Over the years I have been described as creative, brilliant, crazy, all over the mun and as a material managmethology that says, "Nolan has a

million ideas, only half are good editor." Looking at a project before starting and after is very different-history is 20/20. Often after a failure or why either thing happened. If the tests have been cheap and the rewards

on the winning companies profitable, the he only score that is meaningful is to count the money lost on bad ideas and sub-

ones. The numbers of wins or losses are My new projects are even more strange to many people but they actually build on things that I have previously proven. Next

lost. (And we'll do just that-Ed.)



young and unbridled group of creatives, Bushnell successfully made Atari a worldwide organization.

It is as a manager that Bushnell receives the most criticism. Writers have accused Bushnell of creating empires and then mismanaging them to ruin. In 1976, he sold his very prosperous four-year-old company to Time line, for \$28 million and remanted on for two years as chairman, a relationship that crudel less than amicably.

that ended less than artically. Whether it was his own personal muss or just hightmag triking again, Bothnell's next venture was another grand-dam successive eventure as control popular trends into one venture—Check E. Cheese Pizza Time Theater. Where the couldy one go to combine pizza, video games and robotic entertainment? Pizza Time Theaters beared an another in the pizza that the pizza tha

By the early '80s, Bushnell had hundreds

of Chuck E. Cheese restaurants across the country. Divine, but be pronoul angut that leeps him looking for new challenges, Bushnell left control of Pizza Time Theelers to his employees as he conquered other words, including investing in new technologies and competing in synth races. Though it would be quite unfair to say that bushnell am Chuck E. Cheese into the ground, he can be accused of flagantly ignoring the unique restaurants. It was during this glorious time that Noisin Bushnell's personal mase seems to have abundoned him. Without Bushnell at the reigns, Chuck E. Cheese skidded into Chapter 11 bankrungtey. None of his other ventures paraned out as he had expected, and Bushnell was suddenly faced with a new found fallbullity.

£2000-The Comeback

fire IS years. Nolan Bushnell has emerged to toy his launch on an undustry that bean filter leverablence to the wide or game industry he left behind. His new venture, E2000, is halfway between Atara and Chuck E. Cheese—a virtual entertainment center with a high-text resolution, first ordincis, sports unglat those that the six sout a report of Chuck E. Cheese, but the objective is to be in your face. I think of this as my theatracal launch.⁴

The heart of Bushnell's new venture will be a small 30-person Virtual Immersive Theater (VIT) that combines sight and sound to create a three-dimensional experience. "You notice that these are Immersive theaters, not interactive theaters. This is storytelling. In tring to move sway from interactive this first year I'm just creating an impactful crivinosment."

"The screens are very dynamic and digitally composited. The floor under the theater is rased. We're using the cavity under the floor as the bass speaker and resonance chamber. It can lift the audience a quarter of an inch.

"When you have a small area, you can do things acoustically that are physically impossible in a larger area. You can do amazing things with the right acoustics. Basically, I'm going to be able to deal with people's

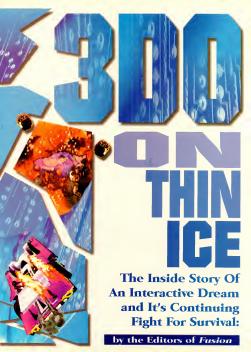
cardrams in some new ways."

According to Bushnell, his labs have developed the illusion of expensive technology while cutting corners on cost. "In these theaters I've got points that I want you to

concentrate on, the rest is just cheap shit"
Similarly, Bushnell's first immensive show
will rely on high-tech wizardry "This is one
of those areas where you don't know how
good is good enough. Production values
cost money... a lot of it"

Having been out of the industry for more than a decade, Bushnell has to prove that he can compete in the areau that he helped create. He's got a lot to prove. Many people sesociate him with the failures of Chuck E. Cheese and Atan and consider his cater. When the control of t







the beginning was the Word. Or nather, the work: They flowed like mannar from heaven as Tipi Hawkins span tales of wonder during his address at the 1937 Winter Commer Electronic: Show. The industy states man, already famous as half for the industry and press representatives gathered in Law Vegas. After a being period of trying to note both horse at once, Hawkins was leaving the software giant to the commercial to the commercial of the They are the commercial of the They are the commercial of the They are the They are they they

This new venture's goal was to create a universal hardware and software standard for interactive multimedia. Repeated references to the VHS videocussette format only underlined the enormity of the undertaking. The mebiculous business plan impressed everyone. Hawkins believed the remarkable platform needed a uniquely structured organization behind it. It planned no hardware or software production.

The presentation positioned The 3DO Company as strictly a licensing and marketing group. Other companies would manufacture the hardware and multimedia software. The 3DO Company would supervise the grand design, coordinate advertising and promotion and eash lots of big royally checks.

That momentous announcement climaxed three years of low-visibility, nuts-andbolts effort. Back in 1990, all Trip Hawkins had was a dream. From his vision of a unitary multimedia format sprouted the entire 3DO project. Hawkins theorized that if Electronic Arts

could develop a hardware platform sufficiently advanced over the current state of the art, the potential manufacturers would support it instead of developing their own hardware. This would vistually eliminate system-based market segmentation, give consumers access to a much wider range of software, and simplify distribution and retailing.

EA launched a skunkweeks project to explore the possibility Soon, David Needle and RJ Mical created Opera, the technology Hawkins needed to realize his vision. Needle designed the hardware, while Mical produced Opera's operating system. Cross-fertilization fueled the circative

process, Mical recalls. "Dave and I had adjoiring offices with a secret door connecting them. Sometimes we'd lock the outer doors, open the door between our offices and just work on Opera together for a day at a time."

Having exploded beyond the confines of

to organd charter, the project become a separate company under the unusuming name of SMSC in September 1991. By the time Hawkins addressed WCES, the entity that had become The 3DO Company had grown far beyond the dream. It now had a prestryer system, hardowize and acfewize support, a group of perstigious unvesties. (Matushita, MCA, Time Warret, CadStar, AWE, and Kinner Perkins CadStar, AWE and Kinner Perkins CadStar, all and Service supports of the service of the ser

That day in January 1993, Hawkins and his crew were spellbinders. By the time the presentation ended, most of the journalists and a fair number of the industry executives on hand felt as though they'd been given a privileged glimpse into the future of interactive garning



Ouestions

That triumphal sweep through the industry never materialized, and it probably won't, Instead of rushing to the front of the pack as a standard, 3DO has barely home onto a slice of the market against increasingly

strong competitors. The seeds of the platform's subsequent troubles are rooted in that historic presentation and the business plan it unveiled to a breathless public. Flaws, invisible at the time, rose up to smite The 3DO Company with brutal blows from every

direction. The presentation, uplifting as it was, caused

all the things that would be happening in the future," recalls Hawkins. "Then people discovered that these things weren't happening as fast as they expected." Disappointed expectation cut into 3DO's momentum and inspired a backlash against the whole idea once the comforting warm glow from the premiere faded.

The basic setup of The 3DO Company also caused difficulties. Letting someone else build the factories sounded good, but no one considered the concomitant loss of direct control

Until things started going wrong. Then 3DO executives realized, to their horsos. that even when they confronted problems they could do little more than suggest solutions to hardware and software licensees.

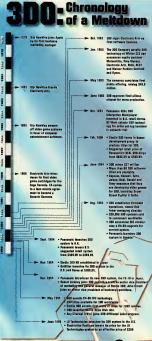
The juggernaut had no steering wheel! The licensing structure divided hardware and software makers. Most signed up to do one or the other, seldom both. That made it impossible to implement the 1220e-1220r blade strategy that worked so well for Nintendo in the late 1980s. The outfits that made the machines couldn't cut price and make it up on the software side, because

they only manufactured consoles. "The biggest challenge that 3DO has is that their model is too fragmented," states John Taylor of Arcadia Investments. "It violates the historic model of a single hardware-software standard: being able to subsidize losses on the hardware side with profits from the software side."

Hawkins and his colleagues had their eye fixed too finally on the future and neelected the demands of the 1993 market. "We talked about a future in which interactive multimedia was as ubiquitous as TV or the telephone," says Hawkins. He believes this led to

difficulties down the road. "We talked about grossly underestimating the importance of entertamment "Games defined the early stage of the market," he concedes. "Games weren't the only market multimedia would ever reach, but that's where most of the near-term opportunifies were."





The 3DO Company's optimistic forecasts hinged on support from early adopters. This group of consumer electronics realets, the presentation explained, would rush to stores to buy the new platform without hesitation. regardless of price. There were supposedly a half-million people driven to be the first on their block to acquire such gizmos, and they would make the new 3DO platform viable in its first year

"We overlooked one thing," admits Hawkins. "The 3DO is not a personal computer.

The sales projection models were derived from case histories in the home-computer market. Console consumers are a different

breed, and few whipped out the plastic. "We should've taken more of a video game approach," Hawkins now believes.

It's a marketing issue. What you want to do is make the best software the focus of the advertising," Too much of the limited budget went for hardware image ads and scatterthat software commercials

No one who saw the demo could deny the hardware's strengths, but there were also weaknesses. The most important was the small amount of RAM included. The sys-

tem's speed, the engineers felt, would eliminate the need for a lot of internal memory. The original spees called for only 1MB of RAM. Developers quickly established the insdequacy of that amount and requested an increase to 2MB. "We gave at three for good measure," says RI Mical, now a vice president at The 3DO Company. With 20/20 hindsight, it is now clear that even 3MB was inadequate. It led to numerous lengthy discaccess pauses and abrupt transitions between game phases. A problem that would not sit well with most game enthusiasts

The Rocky Rollout

Christmas 1993 sales of 3DO hardware failed to live up to company projections and industry anticipation. Fewer than 150,000 units moved into homes. Even the platform's astounding software-to-hardware ratio, 8:1, couldn't disguise the stumble out of the gate.

Panasonic's REAL Multiplayer not only posed no threat to the still-growing 16-Bit market, but it also couldn't even match the volume achieved by Atari's Jaguar and the Philips CD-i. The dream may not have

died, but it sure took a wallop. Failure resulted from many factors A canvas of industry analysts identified these

contributory causes:

1. Brend recognition. Panasonic called its machine, the only one actually in stores in time for the holiday season, the REAL Multiplayer. This decision negated most of the prerelesse publicity.

2. Price. The initial \$699 retail price deflated demand for the product. At seven times the cost of a Genesis or SNES, the REAL Multiplayer was too expensive for

the console audience

 Software. There weren't enough games, nor were they good enough, at harnch. Part of the reason was poor development tools. Assembled in haste, they turned out to have glatches and gase that made it very hard for publishers to exploit the 3EXO's crashiffice.

A. In-pack gama. The disc included with the costole, Crash 'n Burn, received early praise for some effective graphic sequence, but word-of-mouth soon downgraded it to its proper status of a C. The extremely short course and absence of play variation.

doomed at to a short play-life

8. Advertiling and promedium. The 3DO project couldn't match the amount of supproject couldn't match the amount of supproject play to the state of the

overshelmed from all ides.

8. Killur appt. Put simply, 3DO lacked
a system-selling software title. There was no
game that could do for it what Super Mario
Brothers and Soraic the Hedgehog had
done to put Nintendo and Sega on their
senerative system.

Cracks in the Ice

combined.

Momentum can be negative as well as positive. It can pyramid success, but it can also nile failure on too of failure.

The pokey start flipflopped everything for 3DO. Oversold one day, it was widely scorned the next. The media buried the watern more times than Firely and Jason

Many 1994 events furnished additional fodder for the nys-spert, including an attempt to enhist a cross section of the industry that ultimately backfierd. The company hoped that potential console manufacturers would abandon the idea of developing their own systems when they beheld the imaged of 3DO. They took their hardware and software demot to all the major players, as well as comparise they fineight would be eager

The road show cemented old alliances and forged new ones, but it also bred competitors. "We didn't have a big enough technological lead." Hawkins summarizes.

"We were naive," he says. "Some of the companies we met looked at what we had and said, "Hey, we can do that too!" It wasn't long before Sony and Sega had prototype machines that eclipsed the 3DO in marm ways.

Ma Bell Hangs Up

Adding to the mounting pressure at 3DO was AT&T's decision to withdraw from the project and divest itself of 3DO stock. The project needed AT&T's prestige and clout,



and executives at 3DO reassured insiders that AT&T was commuted to the project. Their promised 3DO format, which would have delivered on at least a portion of Hawkins' overst idea. never materialized

nave derivered on at seast a portion of Hanskins' great idea, never materialized. The biggest explosion came at the start of the 1994 holiday season. To obtain increased advertising funds, 3DO imposed higher software licensing fees. The total cost was still lower per unit than rival con-

soles, so 3DO didn't expect the storm of outrage that greeted its memo. The company's policy of itemizing the fee proved again that a little knowledge can

be a dangerous thing. Publishers saw the allocation for advertising and complained that they'd stather retain the bucks to promote their own titles instead of bankrolling a campaign for products that returned no direct profits to them.

Vague wording further complicated the tense situation. The amnouncement seemed to be changing an extra 52 per date. By the time SIO managed to straighten things out, assuring thrid-party companies that the charge was 52 per title, several multidisc entries were delayed long enough to miss the holiday exason.



Living in the

Developers are suckers for new technologies. Once upon a time the 3DO was the Next Big Thing When it was unveiled, 3DO's list of developers read like a who's who of game creators. The sizzling effects and broad awareness that the machine had fostered within the financial markets allowed it to

iomp 20% in value at its first CES he effect was quite different on the developers themselves. As one programmer remarked at the time. "This was kind of a wake-up call. The 3DO is a very early system to get up and running on, and I thought their stuff was going to blow saw that everybody else's stuff was just as good, or better than theirs. It had kind of a chilling effect on them. It was like:

Well, back to the drawing board. Developers tend toward artistic sensitive ity. So while the bean counters simply pointed their products at another platform, developers reacted emotionally. Suddenly, it all seemed like a sharn Developers became disenchanted with the system. Programmers, artists, and musicians began to grumble within months of the 3DO's release "Nobody wants to get involved in a 3DO project at this point," a leading producer admitted

A love potion was clearly in order. enter the M2 savior "Vaporware," declared Tom Zito, president of Digital Pictures and early advocate of the 3DO philosophy. "All they were showing [at E3] were demos, and we know that demos are just that-demos. Zito has yet to cool completely with the 3DO itself. "We consider the 3DO a visible system and we're continuing to

develop for it," he said without a trace of sareasm. Sanctuary Woods would not discuss the 3DO. We out the viability of 3DO only to receive a And that, in itself, could be comment enoug how developers about their ride b

Course Corrections

Prospects for a second straight lukewarm Christmas forced 3DO to re-evaluate every facet of the project. During the 1994-'95 winter of its discontent, 3DO started to implement changes and make moves that

have strengthened its hand With the showdown with Som's PlayStation and Sega's Saturn coming in fourth quarter 1995, Hawkins and crew remain confident about the platform's chances of survival in a further-fragmented market, though previous predictions about huge market share are conspicuously absent. Among the reasons behind 3DO's

upbeat attitude are:

1) SoldStar. Jim Ireton, vice president of sales and marketing, brought plenty of Sega savvy to his new position. ColdStar is a much more aggressive marketer than Panasonic and eye-catching packaging lower prices and better ads are among ColdStar's contributions

ColdStar's move into software is another welcome sign, with ColdStar capable of filling a lot of holes in a catalog, but creating the "game that sells systems" is doubtful-this year at least An extra dividend of Coldstar's active approach to the 3DO is the

have had on Panasonic. The Matsushita subsidiary plans to step up advertising and promotion and will also introduce an in-house software brand. This exases the barrier between hardware and software licensees. increasing the likelihood that 3DO will be able to switch to the kind of software-intensive campairs that has motivated

energizing effect their moves

competing console sales 21 Price. "They are clearly the cost leader at this point observes Arraylia Investment's Taylor Research into manufacturing economies paid off with a console

that utilizes only two chips. A one-chip version should come off the assembly line in late

GoldStar successfulls tested a \$299 retail price achieved with a \$50 rebate coupon, in selected outlets law spring. Sources at 3DO claim that the 3DO equalled Segn Saturn unit volume in stores that carried both and had the ColdStar unit at \$299. The price will be extended nationwide this month, and most

analysts concur with a common sense that says the lower the cost the bigger the marketshare.

Some 3DO insiders expect the retail price to drop below \$299 by next Christmas. After nearly two years as the highest priced console, 3DO now looks better (\$299 with two games), at least on paper, than the Play-Station (\$299 but no software) or Sega Saturn (\$399 with Virtua Fighter).

31 Studio 300. "We started Studio 3DO to create 3DO-specific titles that we could ultimately use, in conjunction with our hardware partners, to drive the system and truly differentiate it," says Bob Landsay, vice president of marketing and general manager of Studio 3DO

Studio 3DO started a year ago, but it took most of that time to position it well. "If you look back a year ago, when they started to ramp up the Studio, the first few products we did weren't directed right at the core audience, the 18- to 34-year-old male Future releases have the 18-to-34 segment in the cross hairs. Lindsay believes.



"We're doing action games like Bladeforce that aren't just pure shoot-'em-ups but have a much bugger, richer story to them. The environments are bigger and more involved than they've been able to be on other systems."

Can 200 Wint

No one is going to win this rotend," says Hawkins. The real war is coming," He believes that the combatants are already in shellowed that the combatants are already in the market as Nintendo did in the S-Bir great Tab O viable as long as possible, arrange for production of the company's new M2 architecture in both stand-slone and upgrade models, while reaching agreements.

with those companies that emerge unsatisfied from the 1995 heliday seame skirmish.

This has treed very hard to convince people like Sega and Sony that in the would of
the future, however many households there
may be that use this advanced technology,
the market is not going to be split by two
companies anymore, intoric Areada's Taylor.

"It's going to be uplit by free companies.

Therefore the dominance by any one or two
platforms in the finate is less Michy than
with we've seen in the man."

what we vector in the garsy sell, to judge by this comment by Swee Steet. There was a sometimed by Swee Steet. There was a sortium of Sepa. Philips and, I believe, Panasonic, all taking a look at 9DOs M2 chelhology. This teems to have fixeded, it is unlike, that proposition would ever come to further. The Swee Swee Swee Swee Sweet substancing the s

Would that attitude change if the PlayStation disappoints? Sony has come to terms with VHS after Betamax ddn't seize the mass market, so the template for cooperation exists, although it is equally necessary to point out that Beta's failure was in direct proportion to VHS's success, a description

that has yet to surround the 3DO premise 300: The Next Seneration

The 3DO Company's main weapon for the battle of the future is the ubiquitoouly titled M2. The generational jump has been fairly arithmutic in the last five to seven years, 'declare Bob Linday,' 'And now, for the first time in that period, we are geomettic in our jump.

Their chances for success are very heavily tied to the M2 upgrade and their ability to get some agreesive marketing and manufacturing computes to support it, says Marbin Levine, editor and publisher of Digital Technology, about the protutype system The 3DO Company previewed at the Electronic Entertamment Expor m May.

Closed door demo tapes indicate that the M2 can move much more detailed and realistic graphics around the screen at a much higher frame rate than any existent console can do. Better image clanty and a load of

erce effects capabilities are other claims.

"The M2 is very impressive technology," says Levine. "The very rudimentary demonstrations of it impress me even more than anything else I've seen. I'd like to see a com-

"Sony PlayStation is probably the bestaccepted system. Next would likely be Nintendo's Ultra 64, [then]-Sega's Saturn, very closely followed

by 3DO-and 3DO may be able to usurp that."

plete

game on the system before

I say more about at, but I am impressed with it. The questions are when can they deliver it, at what price point can they deliver at, and who will support at?"

who will support it?"

What 3DO isn't claiming is that it has deals to actually manufacture the boxes.

Hawkins promises announcements by the

end of summer, but the industry work get senious about alliances until the M2 is more than videocassette eye candy. Some analysts wooder of 3200 has a better future as a vendure of technology than as the speathead of a platform. Yet a stand-done band, think 1200 merchant proves, suggests John 1200 merchant proves and proves and grid at may be appealing to other handware vendors for cross-platform purposes or for specific lands of functions.

It's this question of purpose that 3DO must now contend with while attempts are made to give the falled system a second chance. The outcome of their efforts will likely translate into an equally definitive egitaph for Tip Hawking original vision.

Toreteiling the Future Market analyst Gary Gablehouse of

eld Research comments on 3DO's bable placement in the system race: We've done a number of studies trying to sort out who's going to finish where [and] the way the consumers are starting to east their votes right now. The Sony PlayStation is probably the best-accepted system because of the brand equity of Sony itself. Nex would likely be Nintendo's Ultra 64. [then] Sega's Saturn, very closely followed by 3DO-and 3DO may be able to usurp that. We started seeing purchase intent for highend game systems pick up significantly in the third quarter (and maybe the tail end of the second quarter) of last year-so I think that 3DO is going to be tertiary [or] fourth



A FIRST PERSON, ORIGINAL STAR WARS' CD-ROM EXPERIENT
A filter gare & SELLandbrid et all Landbridsment Chape, 12 (sp. smerk)
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PLANET YWOO

Tinseltown Invades the Net

he road most traveled through Tinseltown these days is on the information superhighway. Every or studio scems to have wed to the ouramp without really knowing where it will lead them.

"Six months ago, none of our VPs knew what it was," says Rohin Berman, an art director for Disney's web site now they all know what it is,

and they all want it." The larger question is, how-ever, what will they do with it? In the short time since studios began exploring the Internet, most have been pro-ceeding with caution, providing a steady diet of action, enture and sei-fi content that appeals to the 1+ to 30-year-old male demographic that, for now, rules

"You want the first web sites that you do to be successful," says Bill Brody, manager of market research for 20th Century Fox. "You don't want to experiment too much.

Not every film is the kind that would henefit by Internet or web exposure," adds Don Bucklet, Warner Bros,' VP of advertising and publicity who doubles as the designer of the studio's Batman Forever weh site that logged nearly 2 million hits in its first two weeks of operation.

For Fox, the Internet has allowed their marketing staff the luvary of unleashing their arsenal of both film and televi-Mighty Morphin' Power Rangers, The X-Files and even a site devoted to theories of who shot Mr. Burns on The

Simpsons that enjoyed 25,000

hits in its first three days of operation

We have a tremendous amount of science-fiction properties, from Aliens all the was back to the '50s with Invaders from Mars, so we're thinking about filling up a web site that deals strictly with science fiction," reveals Bundy. Disney, the first studio to jump on the Internet bandvagon in October '94, shuns the conventional wisdom of net-user demographics. By publicizing everything from the animated Pocahoutas to the romantic comedy While You Were Sleeping to Stallone's futuristic actioneer Judge Dredd on the Net, Disney continues to boldly go where no studio has gone

before "Our predominant demographic is college students and corporations," reveals Bernson. "A lot of times, we are getting

families from Finland, Australia-I mean, we've got kids that are 3 years old say ing, 'Mickey we love you. Disney definitely has a presence out there on the Internet," she adds. "Most of the studios are basically pro motine one film with a lot of content. Right now, what we are trying to do is satisfy the users' needs by showing them what we have

New Line Cinema has also been feeding the frenzy with their Mortal Kombat site and plans on expanding their on-line services with Brad Pitt's upcoming



THE MET thriller, Seven, plus The Mask II and Lost in Space. Four films by American cult favor ite and legendary Hong Kong action-hero lackie Chan will also be available to net surfers

beginning with Rumble in the Bronx set for a lanuary release. "Jackie Chan has a large

group in cyberspace," says New Line's VP of distribution and production. Alissa Green Hoping to expand their

reach, New Line is also trying to find a place for the college coffeehouse crowd as well as gh a short-lived Basketball Diaries site and a

ne page for their more intellectual subsidiary, Fine Line, best known for the documentary Hoop Dreams. We're targeting our specific

demographic and hoping [other] people will get curi-ons," added Greez. As the make-up of net users changes, undoubtedly, so will the variety of movie sites to

reflect it. To compete, howev-er, a film will still have to lend itself to the new interactive "If the picture has com-pelling art, graphics or story ... it qualifies [for a web site],"

WB's Buckley explains. "Whenever we do these things. I want it to reflect the film. It's all in service to the

Even genre-heavy Fox acknowledges that as the make-up of net users changes so will the type of films that

"I was surprised," says Brody "a lot of families have a

computer in their house, yet a lot are just learning about the web. We expect that it's going to continue to grow a great

Fox's predictions of growth are shared by every studio are stated building a site.

"It's going to be as signifi-cant as television at some

point in time," predicts Berman. "This year it won't be, next year it won't be, but the whole Internet is reinventing the way marketing people communicate to the public. It's no longer just a regional thing. It's a worldwide thing. It's something that, as the

technology evolves, is going to become much more user-friendly, more efficient both visually and speed-wise "The biggest problem is the pipe is too small," she adds.

"We're getting so many hits ... it's hard to keep up with the popularity from a hardware point of view However entertaining, visu-ally stimulating or elaborate

web sites may become in the future, it is the idea that the user base may one day become as prevalent as television that intrigues studio bosses Like any industry, the bottom line is the bottom line.

Hollywood's Top 5 Web Sites: While this may sound fairly filso's east and erew. Warner

Disney's Buena Vista Movie Web (http://bvp.wdp.com/BVPM/)

Disney's Buena Vista site offers more than your average uch site. It's not the basics: film synopses, east and crew info and film clips (in their case for flix like Pocahontas Judge Dredd, Dead Presidents and Mad Love)-and it boasts quite a few interesting

One of the more charming features allows you to run through the Judge Dredd "Field Action Response Evaluation Test," where you're tested to see if you're in fact

worthy enough to join the ranks of Mega City One's Judges. (Yes, kids. You too can be a fascist.)

igate his character apprehending perps," while trying your damndest to

stay alive.

© 1995 Clavery

You're in Gotham City ... where do you want to go today?

basic, it's actually a cool diversion from other Choose Your Own Adventure challenges. Batman Farever http://batmanforever.com/

> From previews of the latest Bat-Movie at the Gotham Cinema (recommended only if you have a strong stomach for long downloads) to the Gotham City Library and its research

material on the

has done a superb job of capturing the flavor of the subject matter here. The Gotham Radio Station lists a variety of artists and songs on the movie soundtrack while simultaneously allowing users to access extensive artist backgrounds and tune clips. Other features include a post office (where Internet users can engage in vapid "chatting" that requires annoying reloads), a selection of mind games from the Riddler and a look into the Batcave's arsenal, armory and vehicle spees courtesy of the Bat-Computer, Plus, Warner's and if an investment of \$50-100,000 can potentially reach as many moviegors as the multimillions spent in print and broadcast marketing campoigns, it is an option worth exploring.

exploring.
Not only does a web site
offer staying gower over the
coulty newspaper and that lime
bird cages after one day or
television spots that vanish
into thin air in 30 seconds.
*Dut it also has a worldwide.
*Dut it also has a worldwide
can be set up before an
American premiere and left
up and munning throughout a film's international release.

"Relative to our world and what we do and what we pay for prime-time television, [web sites are not expensive to implement]," says Bockley." think that became this is our first one, perhaps we've learned from some mistakes that won't be repeated next time, and perhaps that will translate into even more co-

ransare into even more connomical implementation.

"It's a little bit more expensive to keep content refreshed, which is something we will always do. We will never allow a site to exist without fresh content or a compelling reason to be there." In these early stages, a lot of guesswork goes into determining the value of web exposure. "Right now, it's really not measured too well. We don't know how many people we're getting out of it, so we don't know what the return of it all is yet." ways Brudy.

"The film division has different requirements than other divisions—they have a different window. It's important for them to get up at a certain time and coordinate well with the movie and then within a few months of the movie, they're going to go away, 1 guess in the case of a movie like Return, that

would have legs and would continue as a site, but I even question that." Sandwiched somewhere between marketing and publicity, the Internet has taken studios by surprise this year as they determine where web-site development will fit into their transfure in the years to come.

"Every company is going to run into this," Berman says.
"What's the web? You mean I've gotta pay for it? How much is this gonna cost? ... You can't look at what it is today, [because] you're investing in the future. As much as that might sound like a retirement ad, when it comes to Internet technology, you really are investing in the future.

The web is a very new things for everybody. The continues. "It want' in last year's badget, so internally people are having to sexuable a bit to find a badget for it, so the badgets will be lower this year than they will be next year, because it just wast's anticipated and it was like haviion and this year there is telvision. That's a domatte as a change this is in terms of an abortisting meellum.

And every studio has great expectations that the Internet will soon reach the masses. "We're really committed to this, and we're putting a very

big effort behind it," says Brods. "We will be coordinating oar work with a lot of divisions of the company." "It's kind of an awarenessbuilding arena," says Greer.

"You have to test the limits, because you really don't know what they are."

"We spend a lot of our time coheciting and planning right now," says Berman. "That's why you're going to see Disney really evolve, especially in the

fir tyt/novamen control that in

next six months. What you're seeing is the ground work, and we're just about to take off." And with the rest of Hollywood blazing trails into eyberspace, the information superhighway may soon expe rience a level of gridlock the likes of which not even Los Angeles has ever seen. Only in this case, rather than the road looking like parking lots, they may look a little more like drive-in movies ... without anyone getting locked in the trank.

vesting in the future. As much as that might sound nology, you really are investing in the future..."

been good at adding new features each week. If you have But on the brain, here's your new home.

3. Paramount (http://www.paramount.com) Present in the Paramoun

site is an "interactive" Star Trick Wonger two frame that (while nowhere as catectaining as the folder Dredd game) is vaguely interesting. The permite has you arademing in sickbay, officing from memoyloss. You must bone up on Star Trick Wonger facts before the high; belongspike doctor will deem you ready to return to active duty. Audio and video clips accompany this feature if you're up to the

wait, but the site really suffers

from a lack of new information updates. And when we did get an update, it was from the executive producer of another UPN program begging you to watch his show! jeesh!

4. Who Shot Mr. Burns? (http://www.prings/id.com). The Simpsons "Who Shot Mr. Burns?" etc side eaths liddes its purpose early our "This web size," the instruction reads, "a deficated to answering the question. Who Shot Mr. Burns?" but not so dedicated as to simply serve up the answer on a hrust so well entered as to simply serve up the answer on a hrust sous silver true. Buther, it offers meen a tip of the hand ever so slight as to benefit the

astute Simpoons viewer while

not spoiling the unysters. The site is highly interactive and frequently solicits user participation in polls, features bios of possible suspects and promises to dish out clues from time to time on what has to be televinory most shock-

ing cliff-hanger since that guy was shot on Dallas back in the early '80s.



5. Universal (http://www.mca.com)

This site under the top five for its these controls, with material from a suriety of meelia, including mooise like Apello 13 and Watersord get ting top billing. The site suffers from some truly horrendous downloads that offer no alternative paths until the visuals are paked out of the phane line. It you have time to blow and want a preview of the most expensive movie ever mode, then this tite is

Honorable Mention: Fine Line (http://www2. interpath.net/fineline) New Line (http://www.mortal kombat.com/kombattegins)

ATHEN INEAT

cyber

The Internet is fast becoming the place to be for armeliair quarterbacks, couch potato coaches and statistics gecks of

Whether you want to check on the latest transactions of the Dallac Comboys or the Bolton Wanderers (depending on which country's type of football you follow), the Web's worldwide reach is an ideal young for fans.

For the growing legion of fantasy league fanatics (those irritating fans who completels abandon team loyalty by drafting players from professional leagues to score points in imaginary

Internet

is the equivalent of courtside

Nearly even

major sports franchise

in both the professional

and collegiate ranks posts

detailed game and past and

predictions where fans are

able to voice their opinions

amateur general managers. Unfortunately, the most

accurate and resonreeful

are also hot-spots among the

orts sites are rarely amone

e most entertaining for fans

60

present season results for the

benefit of their Net-using fans.

Sites featuring apcoming draft

ones), the

more interested in how the game is played and the athletes who are playing it than the final score. Some of the best sports sites

Some of the best sports sites on the Web some from upstart sports like arena league football and the American professional success league. In an aftering to build their fan bases for the future (or at least looking for eleaper ways to advertise), these sports devote more energy to Internet expatage than the area of the proting of the properties of the proting of the p

looking for cheaper ways to advertise), these sports devote more energy to Internet expesure than teams who have the hixing of big

contracts.
Ein-supported sites are
also a lot of fun to
explore, and although
thes may be tough to find,
have more news with attitude
than official team propagnuda.
Speaking of attitude, at the
Demin Rodman fan eths site,
and surfaces treated to a let

Dennis Rodman fan elnb site, net surfers are treated to a lot more than the standard diet of rebounds and games missed hy baskethall's bad boy. A noholids-barred section of quotes by and about the superstar as well as a Dennis Rodman hair archive are featured.

Fans have also set up mnofficial team pages with photos, news and home-team headlines like "Shaq dunks on Jordan." In spite of what the folks living around Disnes World

Jordan."
In spite of what the folks living around Disney World might think, however, the recently unretired Air Jordan also reigns supreme in exper-

From Hoops and Hockey to Racing and Rugby, the Net is an All-purpose

Arena

S ALL SPORT USA/ Protective for



IT HUEV INVEST

DENNIS RODMAN (http://www.texas. net/users/pmagal/)



pace. With a "He's Back" site as well as a critically imed Michael Iordan e page, the Chicago Bull ently one of the most lar sports personalities on

Broadcast sports powerhouse ESPN has also taken to the Net with ESPNet Sports Zone. Featuring the day's gest sports stones, often the same degree of sarn and wit that makes the ork's Sportseenter a hit SPN's site is both slick

looking and informative Sideline, which is a gridiron n the field as many times

All is not lost for the big leagues, however, as the Net's reach expands. The major spectator sports are taking notice and slowly starting to respond with a mixture of stats, ticket information and

At the Chicago Cubs home page, major league baseball's beloved losers feature sound-

"Holy Cow! That wouldn't

have been a home run in phone booth

bites from their hall-of-famaster, Harry Caray, Fanass like, "High pop fly. That onldn't have been a home

like the NBA expansion Vancouver Grizzlies, a town better suited for ice fishing than basketball, will feature hotos of the team's cheereaders as prominantely as its players, giving new meaning to the term spectator sports.





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only companies are producing extremely good, high ord sound confi in response to the demands of decision must be based on more than the wey the card sounds, difficulty this is certainly of major importance are be not approximately the second sounds of the configuration of the one approximate the configuration of the configuration of the delicity the configuration of the configuration of the ideal with the confl is also a factor to be considered. Most configuration of the displayor's serious Chair laws one posposes and ethion to voice recognition. Sound configuration of power and ethion to voice recognition. Sound configuration of the longitudity of the configuration of the configuration of the longitudity of the configuration of the configuration of the configuration of the longitudity of the configuration of the configuration of the configuration of the longitudity of the configuration of the configuration of the configuration of the longitudity of the design of the configuration of the configuratio

many options and possibilities, depending upon the particu

lar card chosen.
Although many high end and/o cards made today may
sound the same, a major difference between them can be
also difference between them can be
also difference and the same of the same of
the same of the same of the same of
the same of the same of
the method used in PM synthesis, some table sampling use same,
the method used in PM synthesis, some table sampling in safer
the right tone. The result is a wast improvement over the
unrealtants counting PM bounds.

Having made these points, we will now get to the heart of the matter, the cards themselves.



Roland RAP-10

MSRP \$349 Street Price \$249

The name Reland is moreomous with electronic minist. Along with Korg and Yamishs, Rollead dominates the synthesizes market, and the company has been instru-market, and the company has been instru-MDI musical interchange students So at hooled come an outsprue that the Rolland Andro Producer 10 is more et at mining stimulation of the control of the co

the software provided with the card puts a whole electronic, 18-track studio on deck. Many of the new generation of cards ship with the almost genera Voyetra suite, but Roland provides in own custom software that gives full control of the specific features of the card. The mixing panel gives the ability to combine MIDI and WiW tracks, a useful and almost unione ability

macks, a destin and natioble timple admits. The disrubsic to the Boland card, from a gamer's point of view, is it is lack of Sound Blaster emulation. As a result, the card might not provide sound effects on the older generation of games. However, most games today provide MIDI output, and the Rodwic card unapply has the highest synthesized sound quality of almost any product on the market.

Advanced Gravis Ultrasound Max MSRP \$199 Street Price \$189 The round quality of the Ultrasound is

not quite up to the standards of the RAP-10, but this card is still big musical iron for those who not only want the best in sound for their games, but also want a viable desktop composition and recording source.

top composition and recording source. Advanced Carrys set soled wave table synth capabilities on their card and more importantly, also gave the user complete control over defining and loading patches. Patches are the samples used to create the instrument sounds on a wave table board. This makes the Utmount dustically a high-quality sampling synthesis control particularly and particularly applied of the patches of the pa

Unlike Roland, Advanced Crawis doesn't ignore the fact that Sound Blaster is the de facto gaming sound standard, but their solution isn't the best in the world, either. The Ultrasound Max ships with a TSR, Mega-Em, that provides software emulation of the Sound Blaster, as well as of Roland products. This is a clundy solution, only a step sheed of Roland's total lake of support step sheed of Roland's total lake of support and the support of the support of the support step sheed of Roland's total lake of support step sheed of Roland's total lake of support suppo

seep size of reducing to contract or supports
Bott more and more games are support
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Cefe Latence between the mode of the contract
tance between themselves and developers
at they grow in size and influence.
Advanced Carwis actively woos developers and
industry interest. Expect more games to
shap directly supporting the technological
capabilities of the Ultrasound More to Ultrasound
the Ultrasound More to Ultrasound Wash

SoundWave 32+ SCSI

Orchid

MSRP \$279 Street Price \$200

The SoundWave is the Swiss Army knife of the multimedia world. It comes with its own microphone and speakers, it ach as a SCSI controller for CD-RCM drives and it even comes with a set of multimedia speakers Oh, yee, it also does sound. The SoundWave is not the best sound on the market for missical reproduction, but if does a fine job for most gimens.





The music is crisp and the patches are solid. Sound Blaster FM synthesis support is onboard and almost as good as an actual Sound Blaster.

What really makes this cent stand out a great otherwas rule. Not great for maicians, particularly, but more for people who awards not still to do with their new piece of hardware. There is a breed of mer who puts a proper of hardware. There is a breed of mer who puts a proper of the proper of

Also in the suite is Quick Voice, a voicerecognition system to give commands to the PC. The recognition is somewhere around 70 percent complete, but the training time is fairly low.

On the negative side, the speakers that come with the unit are cheap throwsways taking up space in the box that could be occupied by perfectly good air. And sometimes the voice input and effects features lock due to the mike being too "hot."

Overall, the Orchid is a good all-round package that doesn't do any one job better than the best of the market but does a little of everything and throws in some fun stuff.

Reveal Sound FX WAVE 32 Street Price: \$179

The Reveal is based on the Ensonic wave samples used in a number of pieces of professional music equipment. While this sound card should stand out in the crowd, the MIDI quality is not as high as one would expect, flat and tinny on even the best headphones. The Voyetra suite comes with the SoundFX WWE to bandle basic choics of sound editing and sequencing. The composition program that comes with the board, SuperJaml F₁, it less than imprice. Though it can claim case of use, garbage can list also claim this distunction. The seariest part of SuperJaml F₁ is that there is probably another SuperJaml or there.

There were problems getting the SoundFX WAVE 32 to respond to its software setup routine, giving consistent error messages with almost every attempted configuration. While this board supports many different emulations commonly used in games, it might not be the best choice.

Turtle Beach Tropez Street Price: \$200

Tuttle Beach, a company that's been working with PC sound since 1985, wows us with in Tropez. It combines 16-Bit recording/playback with the ICS WaveFront synthesizer and SampleStore technology. Of course, there is a "rack system" and ceitors, but the appearance is a breath of

fresh air. While there is only so much you can do with a multimedia rack, this one's appearance says COOL. Not only does it look good, it also allows users playback control from the title bar of any Windows program SampleStore technology makes it possible to load any WAV file and use it as a MIDI instrument. The Tropez allows upgrades to a maximum of 12 Meg of RAM using standard SIMM chins, vastly increasing the number of instruments Other cool pieces of software come with this package. The MousePlayer allows the user to choose any MIDI instrument the Tropez has and play it back using a mouse or keyboard. Microwave, is an easy-to-use OLE (Object Linking and Embedding) compatible sound recorder. Stratos is an introductory song-writing package

The Tropez is also very versatile, With built-in support for SoundBlaster, AdLib, Windows Sound System, MPU-401 and general MIDI, there should be no problem getting stumning sound out of any game or application. The card also serves as a CD-ROM Interface supporting AT-API Enhanced IDE.

The sound is sharp and clear, rivaling even the RAP-10. The total harmonic distortion rating is a mere 0.01 percent that, in itself, says a lot. Short of professional use, this card can fulfill the needs of any player.

Creative Labs Sound Blaster AWE32 Street Price: \$265

Last but not least is a new entry from the company that set the de facto standard for PC sound, Creative Labs. The AWE 32 is a leap forward in eard technology, and could easily bear the subtitle "Roland Killer."

First and foremost for the games enthusiast, the AWE32 is, obviously, Sound Blaster compatible. Just to be funky, Creative Labs has also included Sound Canvas and MT-32 compatibility.



The heart of the AWE32 is the EMU8000 integrated audio digital signal processor. The E-MU technology was originally offered as daughter card for the Sound Blaster 16. But the AWE version adds chorus, reverb and sonic positioning technology called QSound to the

mus to create a strong heir to the Bäster line. A mag of ROM samples drive the wave table synthesis on this card, and to coin a pun, they sound awseome. The MIDI playbacks are barely distinguishable from the RAP-10, an meredible performance. Digitized sound comes throughly without his cups or static and, like all the sound, is cross and clean as a church bell in

the morning. This card even makes. FM synth sound passable. Utilities are included to add chorus and teverh effects to the FM functions for games that will only support this mode. If you have to live in a bad neighborhood, at

but have to the in disastrongueston, and the lead you get to live fairly.

But Clerative his much the leap many others haven 1 A premaum sound card requires a premium software buildle A good part of the strength of the RAP-10, not to mention the Ultrasound Max and SoundWave 32, is the proper software selection. The finit, maybe best, software in the Creative Labols to it HSC Interactive.

HSC is a multimedia authoring tool using iconic representations to allow intutive placement of elements. Editing of the elements allows the user to make on-screen changes. A run-time module is included to play the finished presentations.



The Vienna Sound Font Studio allows sample downloading, sample managing, present editing and supports multisampling and multisampling and multisampling techniques. It also allows effects such as revert, chorus and vibrato. Soundford banks, fibraries of instruments that have raw samples and presets that define the articulation of sound playback, can be downloaded to the AWEST allowing

enhanced MIDI playback

Voice Assist and Text Assist give voice-tocommand and text-to-voice recognition,
respectively Cakewalk Apprentice, a fairly

common but very competent sequencer is also bundled

The recording capabilities of this card don't quite match the Ultrasound, and the music studio aspect isn't as tight as the RAP-10, but this is a card trying to be all things to all and doing a good

to all and doing a good job at it. Unless games are writ-

ten to take advantage of the advanced features of the AWE32, it is a very slight improvement over the SB16. Some developers are annoyed with Creative Lab's cagness to give out the specifications of their card, making it difficult for custom drawers to be written without.

going to Creative for "black box" drivers. With a raimber of the more aggressive companies begging for developers to support them, some designers may not bother with the AWE's impressive new feature set. Only time will tell.

It should not be difficult to find a card to meet your needs and price range. Keep in mind, however, that wave table synthesis is here to stay. In the future, games will take full advantage of this quality of sound. The growth in the technology of the PC sound industry is still gaining momentum and is not expected to crest any time soon. •

Surround Sound for Your PC?

ow that you have shelled out the eash for your sound card and speakers, what more can you do for your PC's sound? NuReality has the answer in the form of its Vivid 3D series of sound enhancement systems. NuReality offers three flavors in this line, the Vivid 3D, the Vivid 3D Plus and the Vivid 3D Pm. The 3D controls volume and SRS on/off where the 3D Plus and the 3D Pro add controls for space, center and mono or stereo input source. Based on patented SRS technology, dynamic three-dimensional sound is created without the need for extra speakers. This enhancement is not limited to stereo recordines. Mono recordines, run through a Vivid 3D controller, are delivered with synthetic stereo and 3D sound. The units measure from 5"x5"x1" for the 3D and 3D Plus and 8"x5"x5" for the 3D Pro, so little desktop is peeded

3D and 3D Plus and 8"x5"x5" for the 3l Pro, so little deaktop is needed. The space control allows the user to adjust the "width" of the audio image, meaning you can tell where the sound is supposed to be coming from. The center control provides the ability to enhance specific parts to the audio track.
One of the best advantages to the Visid
3D series is the elimination of the "criti3D series is the elimination of the" critities in the claim of the critical tracks of

The Vivid 3D systems are not limited to the PC. You can use then with your cartridge game platforms as well as your home sterro. After using a Vivid 3D system once, you definitely will not want to be without it. How much will at cost, you ask? After looking around, we were able to find the Vivid 3D for around 560, the Pro ex for about 590 and the Pro in the \$120 range, giving it a very high *bong for the buck.*

not amplified

rating. If you would like to try it out for yourself, Nucleity offers a 3D Sound Simpler CD. The sampler was recorded using SRS technology. This gives interased parties the chance to bear the improve ment on their ours wiselin before buying, and hondling charge that will be ended toward postoday pourbased directly from Nucleith. If you are interested, call 800-301-3906. For more information on SRS technology, call SRS Labs at SOC2HEARED.



COURULD

UNCUT. UNCENSORED & UNBIASED REVIEWS OF THE LATEST CONSOLE VIDEO GAMES

BOOTTHEHEAD!

Toshinden Kicks Up a Storm on the PlayStation



PLAYER SELECT

attle Arena Toshinden, designed by Takara in Japan, comes to the U.S. flying high on the wings of the best wordof-mouth of any disc for the Sony PlayStation If there's a system seller in

PlayStation if there's a system seller in the 'first wave' software catalog, this is it. Toshinden was the one game that leapt out at electronic entertainment journalists who testplayed the Japanese version of the PlayStation

pnor to its introduction in this country. It was nearly impossible not to be impressed by the impressive look, sound and speed of this oneor two-player contest.

Toshinden pretty much defines state of the art on the PlayStation

Some console gamers have overdosed on fighting games after a half-decade of product saturation. Toshinden won't suck them back with the saturage.

into the categories.

Good as it is, Takam's fighter doesn't offer much new to fins of this genre. There's nothing revolutionary about the game play, though the implementation benefits tremendously from the beefy, high-powered hardware.

SYSTEM

LEVELS: 5

PlayStation

EGARITS: N/A

Nor is Toshinden going to wean the martial arts hardcore away from the latest permutation of Street Fighter II or Mortal Kombat It takes a more streamlined approach to the subject than SF2 or MK and lacks the elaborate com-

mand control system, with its many maneuvers.

To hinden is compelling action entertainment for the rest of us. It's easy to learn, plays mistifively and has enough on-the-fly strategy to justify many enougheb battle sessions.

The story line for Toshinden is the usual hall-blacked rationalization for areas combut, untainfied by the timiest three do originality.

There's some monesters about an underworld – the

perhaps "underground"?tournament that supposedly attracts huge numbers of gloryhungry competitors. Since the game has only eight fighters. the scenario seems a little

corrblown The fact is, the plots in martial arts games are perfunctory. because no one gives a damn. really, about such niceties. They want bold characters, lethal wespons, special moves and lots of unicy frills. These

things Toshinden delivers in abundance

The smoothly rotating play environment is an immediate eve catcher. The high-impact presentation capitalizes on the platform's outstanding performance feature, its ability to move 360,000 polygons per second around the screen at high speed. Toshinden shows the kind of fast and furious game play that Sony hopes will become identified with its

game machine The background artwork is appealing and nicely varied. It departs from the minimalist backgrounds of Virtua Fighter (Sess Saturn) to good advantage, so there is quite a bit

Toshinden's fighters don't move out of the two-dimensional plane, except briefly when someone spins the playfield. At that point, the

character executes a roll or similar move to end up turned 90 degrees from

position The rotation cleverly masks this limitation. It conveys a believdoesn't offer that lifts this treatment of arena combat out of the state, sides perspective mold of the classics

(and Nintendo's forthcoming Killer Instinct) The eight characters

included in Toshinden are refugees from the fighting game hiring hall where generic heroes and hero-

to fans of this genre." moves. The specials are magical rather than realistic like Street Fighter II The PlayStation controller is

Takara's

fighter

much new

ines wait for their chance to star on the Interactive Screen.

It would take an expert in lapanese popular culture to pin down the inspiration for each of them, but consumers may get a feeling that they've seen some or most of these martial artists in other contexts. At least the characters cover a wide raper of stereotypes. from the volup-

"Good as it is, with a whin (Sofia), to the still-capable ancient warrior (Fo Fat). The art style has echoes of manga and

lananimation. but the drawings are more detailed. Each partiespant in the formament has a unique

ideally suited to the game's con-

weapon and a small selection pons are useful hints for formu-

trol needs. The Option Screen offers nearly two dozen different function setups, but most users will be quite satisfied with the default option. It assigns special moves to the twin left buttons, rotation to the two on the right and the two kicks and two weapon strikes to the four action buttons. Some will prefer a more compact control scheme, and some of the alternatives permit control of all moves with the action button. It takes faster fingers, but that presents no difficulty for the

veteran combat samer. The documentation contains brief biographies that include such vital information as blood type and age. Most of the data can be ignored without penalty. though the descriptions of fighting attitude and special wea-

lating game strategy.

Footwork, except for the jumps and ducks triggered with the direction controller, aren't nearly as important in the same as the actual combat moves When maneuvers put the contestants on opposite sides of the main display, they can slowly edge their way back into range, but nothing more elaborate Vertical movement is sood for evasion and attack

Of course, the distance between the characters does affect the results of every strike. kick and special move The kicks work best at close range, while the weapons are great for

harassing foes at a distance Toshinden is the best piece of software now ready for the PlayStation. The theme may scare away a few buyers, but the majority will appreciate the scitement and visual richness B+ (Arnie Katr) •



96

Drills and Outfield Thrills with Triple Play

t's been a quest that rivals the search for the Holy Grail. From the day that EA exploded onto the

Grail from the day that X-rapided atom the sport, gaining core with the Conservation of Madden Fordfull, the publisher has searched for Madden Fordfull, the publisher has searched for a year in fact. I X-you channel in Fadiness I Media 1, X-you channel and a new clattics of Labinas Back-Rill Robb and Grick, but made in sor made in Kan-Rachill Robb and Grick, but made in sor made in Kan-ther and the Conservation of the Conservation of the Marchill Robb and Grick, but made in sor made in Kan-diness and the Conservation and the Conservation of the Marchill Robb and Conservation and the Conservation of the Marchill Robb and Conservation and Conservation and American Conservation and Conservat

On the down side, the game is too slow once the ball is hit and the pitching can be a real pain in the batt. (On straight default selections—in which the player doesn't affect the

ball's trajectory with the direction pad-pitchers start throwing wild by the second inning.) On the up side, the game allows players to modify their stance at the plate by moving their feet, the sound effects are

outstanding and there are plenty of stats, courtesy of Stats, Inc. for the Manage-Only Mode The game also carries ar MLBPA license, so most of the vers are there, but there's no

al with Major League Baseball, so the uniforms and scball, so the uniforms and un logos are missing. EA keeps getting closer in the tempts, but they have yet to un the ball out of the park. (Bill Kunkel) •

LEVELS: N/

BIG TROUBLE IN VIDEO CHINA

Romance of Three Kingdoms IV Creates a Wall of Warlord's Fire

No one ever thought, when Koei began the saga of the era in China's history known as The Three Kinedoms, that it would extend through four great epics. The tale presents the history of the second and third centuries of China, in a simelation that easts the

gamer as a warlord. set to conquer SPFCS China's 43 othes.

on a neighboring city and go into battle. Conquer to eain territory, defend your holdings against other warlords, and the game will end with glory Otherwise prepare to be

as warmongering. Once the

cities provide enough resources,

the goal is clear: Declare war

Covernor Civ Of

Players who've followed the bloods tale through the first three Koei games know they're

in for another great historical sinsulation of an ex shrouded in mmance and intrigue. They'll not be disappointed; the latest game is true

rates new bells and whistles The warlord most triumoh through six scenarios, engagements that occur between 189 AD and 235 AD. This period is filled with civil termoil and optistizes by regional ruler

to its predecessors art incorpo-

The gamer must oversee all the affairs in the kingdom including city affairs and then productivity. The cities provide provisions for the armies, so the civil service is just as important

PUBLISHER: Knex MEGABITS: 74 PLAYERS: 8

improved OVER Drevious versions. The maps are brighter, the text is clearer and the onscreen animations provide tid-

conquered

graphics are

The

bits of ambience that belps bring the simulation to life The player has a wealth of resources to draw on, including 450 officers, plus a generator to create personalized officers There are new weapons and fresh abilities (like setting things on fire: that really shakes

up an enemy!) Romance of the Three Kingdoms IV: Wall of Fire pro-

vides intrigue and history, in a struggle that continues its high standards. B+ (lovce Worley)



BATMAN, WHATEVER



The Adventures of Batman & Robin Carry on an Infamous Tradition

Since Bob Kane created the Caped Grasselve in 195%. Butman has become a maintaky of popular culture appearing in every media from radio shows to live-action movies and since the 196%, five or six video games. Unlike some of those properties, the video games bunkle some of those properties, the video games have never been better than B or B+ titles. The Adventures of Battana & Robin, not based on Battana former, carries on that lackhaster tradibility.

Inclusive tradition
Guiding Batman or Robin,
the player sweeps Gotham like
a side-scrolling street-learner,
eliminating bad gusy in the
employ of Gotham's usual suspects. There's little variation
between the two, Robin has
some different moves, but

TECH SPECS PUBLISHER: Scga

SYSTEM: Genesis
THEME: Action
MEGABITS: N/A
PLAYERS: 1-2 LEVELS: 7

they're ssentially the same. Undstinguished graphies keep Adventures average. Also, the game play becomes excessively slow in Two-player Mode when both characters are on the screen. Players who hope to someday see a great game based on these characters may end up wathing for Bathman, foreer. Child Wesley Hardfin! 9

PLAYING PULP FICTION

Fantastic Fighting Among the Panels of the Comix Zone

spire to be innootive and how in "attribule" but so many fall. So is really supprising when a game accomplishes both. Comit Zone in high from start to faids, and it's pre-ented in useds a different way that if analest the macry unstand tide perspecfore action seem completely rever, expending on a 16-Bit machine. Comit Zone is no Negal sequelated of

ex very close. After cartoon artist Sketch furner is trapped in one of its own comic books by the will character be created, the player takes Turner on a quest to cuit the comic-book world. Sketch engages in standard fighting game combat with varous bad guys of his own execution. Explorive traps, witches, secret passages and other box Stetch has his pet at Good Still to help him out. That's all fine, but the interface? Word Stace Stetch is trapped in a comic book, that has been a comic book, that the time of our book book. In the mobile of the page is the passed where the current zence in played out. On the edge, we see parts of other, display gared out paradiction of the common state of the other, the passed or menny that the passed out to the other than the common state of the state of the state of the comtant of the common state of the state st

ang as it is the first three or the street it happen: It's definitely ac of those "oh, wow" soments that come too infresenting in video games. The outinged comic-book touchs make if great: There's lots f spontaneous dialogue via



alloons, when bad gays y disappear in a burst deed paper; occasionalsketch defeats an a sealy hand couses in Bocreen and quickly in another opponent. e's not much room list the others, not to all of Sketch's animatoons, the money, investment withing and the best, most original and entertaining munic to appear in any video game, on any platform, this year. Count Zon is a certain contender in thoutle for Game of the Year Check it out. A John Werle Henfini

TECH SPECS PUBLISHER: Soga SYSTEM: Genesis THEME: Action MEGABITS: 24 PLAYERS: 1 LEVELS: 5

PREPARE TO BE ROMANCED!





t's the Second Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords Jominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes. Discuss war strategy with up to

558 different officers, including 108 inspired by the player's imagination

 Defeat enemies using powerful new weapons including automatic firing crossbows, battering rams & catanults

 Play one of 38 exciting rulers, eight of whom you can create yourself Set enemy units, ships or cities ablaze using a variety of FIRE commands

> Full motion video enhances special events & commands (not available for Super NES & IBM CDI

 New HELP feature gives you valuable command information without having to turn to the One to eight player excitement



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Ramanous of the Three Kinstonia for a stadenous of KORICO







DEATH **BE NOT PROUD**

In this Action RPG, the Iron Angel Must Meet His Maker - Or Die!

he eybore's name is Tetsuim, but is he the bone of the world, or the world's worst nightmare? Tetsuum wanders the mazelike corndors of a hose building, cyborg body baned to deal destruction at a moment's notice. The quest is simple, yet

seems almost impossible—to destroy all of the mechanical killing machines, the motoids. the mad-cenins scientist who created him. This mad scientist

designed a way to meld metal onto flesh and made Tetsmin Death itself with a human heart deep within metal-

Iron Appel of the Apocalypse takes some tried-and-true (some might say same mechanics from the remiA/R school of Doom Costle Wolfenstein and Marathon and melds them into a different kind of narrative story. It's backed by subtitled

Jananese witces with. in a film noir collection of full-motion video clins that tie each stage together The idea of an

action role-playing movie is inviting. Full-motion video (FMV) is now being explored by many publishers. But in this game the FMV

is used only between stages of ammation routines with a few short clips during play. The box copy says. "You watch a movie to whose outcome you contribute." We disagree. This earne won't satisfy anyone looking for an interactive movie.

Rather, each stage is set by a brief, narrative segment of a movie that is admittedly one of the best in video samins. Director Kusakabe and actors and Synergy can be proud of those segments. But the real game happens in the corridors.

The game play is repetitions. the first-person perspective allows eyborg Tetsurin to run down corndors that all have basically the same texture and colonizations. The earne generates a map as Tetsurin travels through the complex and wind-



their abilities increase as

Tetsuum explores haeher floors Game play is enhanced by various weapons found on the

early levels. These include a Gatling our and the Big Heat sun; both have some very wellrendered graphics to mosdown the

> meteid is hit, by the way, it gouts blood (or marbe red oil?) in the best of violence-rated traditions guns cannot be raised or

lowered but only aimed left and right, thus results in less strategy possible during the many firefielts

It's possible to leave each floor as soon as an elevator is found, but that strategy makes it ampossible to win the game The idea is to get to the top of the building to confront the

scientist. That's not nearly as

because the building is not only a collection of mazes on each floor, the way up is itself a three-dimensional maz-

No stage should be left until the map for that floor is found The Scrolling Man Screen indicates where all the elevators are on each floor. Sometimes to go up, it is necessary to first so

down to an elevator that is not reachable via its own stage. The real fun of the same begins when the cybors reaches the higher floors. The stirring music, the fitting sound effects and the video clips will help sustain gaming interest

Although the game does repeat many familiar aspects, there is a feeling about being Tetsuin, of clambenne in an unknowing way through a complex maze to an unknown destination, that makes this same its own unique experience

Iron Angel is a worthwhile and challenging first-person, virtual-reality came with a surprising plot and interesting logical puzzles included But for those looking for a

full-motion video movie game, this isn't it by a long shot. C (Neil Shapiro) •



Eight enemies stalk Tetsumn through the corridors Walkers pled forward, tanks can ram or fire, one-footed jumpers fire destructive blasts. The basic



Master more than 100 fight moves. Discover hidden bonus rooms and secret weapons. Marvel at feature-film quality audio and animation. There is no game out there like this one. See for yourself. On August 19. 10.000 FREE COPIES of Battle Beast CD-ROMs will be in your face, only at participating stores." Or Preview a demo today. 100,000 FREE INTERACTIVE DEMOS of one awesome Battle Beast fight scene are available now at local retailers.

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Where will you be **AUGUST 197**



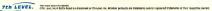












DREDD LOCK

A Fascist Role Model for the '90s, Judge Dredd Lays Down the Law

Judge Dredd is among the coolest antiberoes in the comicbook pantheon, the ultimate fascist's wet dream. This character, clad in thickly soled black boots a black leather cos tume with grotesque golden enaulets and a helmet complete with a shaded visor, is the final power in his emitonment Remote, merciless, we never see his face as he impossively deals out justice.

In Dredd's futuristic world, the police are empowered to the point where they can not only arrest felons. but sentence them as well, on the spot While Dredd never abuses his police state power, he is certainly no bleeding heart, either. The cinematic and gaming possibilities seem endless Let's hope that the film version does more to explore its

potential than this pair does. Judge Dredd on both 16-Bit systems is basically a mazeexploration shooter, with plenty of enemies for Drodd to deal with as he checks out the territory. Features of interest include 10 different weapons. from the Lawgiver to ricochet missiles; 12 levels (comprising rms and the ontion to arrest or erase lawbreakers. Dredd also has hand-to-hand combat techmoues for disarming felons

The two versions of the game are very similar, but the SNES edition is clearly superior in every way. For one thing, the graphics, while a good distance from being eye-popping on the SNES, are a lot cleaner than we get on its Genesis cousin. where the visuals are so muddy

that it's often difficult to track Dredd against the dark ferent from version to version. backgrounds. Felons seem will-Some areas that are all but ing to surrender to arrest on the impossible to reach on the SNES version-busts in the SNES edition, for example, are Genesis version can be a peneasily accessed on the Genesis uine ordeal, with most felons SKU. Of course, there's more exploding long before they can blood in the Genesis version. be taken into custody. The SNES version also offers mee ple- Dredd moves through a bells and whistles such as the series of mazes, arresting and/or driving rain that confronts the executing lawbreakers as he moves along. Unfortunately, player-character on the first once all the criminals are used

level and the excellent, heroic score. The music on the Genesis version is

instantly and utterly forcettable The пъзр-

ping,

super

TECH SPECS SYSTEM: Genesis & SNES THEME: Shooter MEGABITS: N/A PLAYERS: 1 LEVELS: 16

somewhere problems with the character control. For example, if the player moves the direction pad downward, Dredd goes into a crouch.

Return the pad to the neutral position, however, and he remains in a crouch: it is actually necessary to move the direction pad up in order to return him to a standing position. The game also uses the mereasingly popular double-tap technique to get Dredd running either to the left or neht. Given that the game makes use of a sec-button controller on the Genesis, it's amazing that an individual com-

around can also be a challenge:

some locations seem like cul-

de-sacs, but there's usually a

disguised ladder on the floor

There are also some

available to players Then, of course, there's the greater issue of Drodd as an inappropriate role model. The idea that kids should admore the exploits of a character who is the complete antithesis of everything democracy stands for, is a difficult notion. It's made more palatable by the ereat British sense of irony that

mand for minutes wasn't made

similar is also dif-

The game play is pretty sim-

up, there's nothing for Dredd

to do but find the

way out, which

can be an

endlessly

tedions

process.

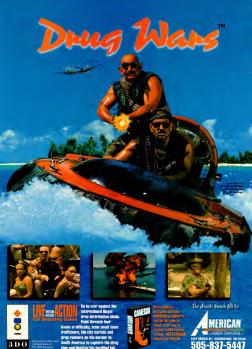
one's

Finding

keeps the writers' toneues in their checks throughout most of the comic-book scripts Unfortunately, in this game he's just another scrolling nonentity Just when it began to look as if companies were going to try a little more imagination in licensed properties, Judge Dredd arrives

The sentence: Retail Death! Genesis C-, SNES C (Bill Kunkel) 0





SPACEREGRESSION

Shadow Squadron Gets Lost in Star Fox's Shadow

Ever since the 32X was first released, Sega users have been screaming for games that justify the purchase. Disappointment has been the theme, unfortunately, much as it

the purchase. Disappointment has been the theme, unfortunately, much as it was with the Sega CD Shadow Squadron attempts to make

Shadow Squadron attempts to make things nght by showing off the system's ability to generate shaded polygons; unfortunate-

by, the game itself is still not up to the level of, say, Star Fox, a 2-year-old SNES product. The game is

The game is much too short and far too easy. For example, if the player selects the ship Feather 2 on autopilot (which more or less keeps the game rolling on

Sega 32X

PLAYERS: 1-2

a track with the player doing nothing but fitting weapons at the various polygoral enemy spaceships), the game can be played through in about 15 minutes, with a score upward of 50 million. There are only six levels, a scandalous-

ly small game.

Except for Level Three,
which features an asteroid belt,
each level brings the player's
ship closer and closer to an
alsen sun with remarkably little
background graphies. Most of
the time, the player sees noth-

ing but the sun, growing ever larger, against the vast youd of space. The enemy shaps offer little return fire, while the vulnerable points on the huge alien craft are actually

highlighted in grey, making it easier for players to hit them. The explosions are truly spectacular, prob-

The explosions are truly spectacular, probably the single best feature of

the game, but is there anyone out these who will pay \$50 for cool explosions? Those players who get

the milk run-like play available on autopolot, however, can always opt to fly the ship themselves, which makes the game slightly more difficult in fact, it makes the game so hard that it

bored with

becomes almost unplayable beyond the early levels. Once the bout fitting player's ship is taken off the rails, the action becomes so hot having him um" is sure to ring through

gamer's beads.

One of the game's more interesting features, however, is its "Trace" Option. This display offers gamers a replay, from a new perspective, of their entire mission to fast. The two slips available to the player — Feather 2 and Feather 2— are equapped with different we aponry, though the missions are the same (how-



are different). Feather I, in fact, is equipped with something, called "Guided Laser Torpedoes," which strongly resemble the missiles that are fired in Panzer Dragono on the Sega Saturn. Feather 2, meanwhile, has an Energy Torpedo that besically whites out the screen.

Finally, gamers can select the

colors of the enemy shire-a

fact, soot dark blue motherships
against a black background.
Most players agree that the
the use of polygons is impressive in
this game, and Shadow

this game, and Shadow Squadron offers some play features never available before on the Genesis. But it's a shame that the designers couldn't put the technology to more creative use **B**- (Bill Kunkel) •

IT'S RAID!

If You've Ever Wanted to Walk in a Cockroach's Shell, Bug! is For You

on kinds hafts like a plucky character who's willing to just go by the name of Bing. Especially if he's pure for the set out to do battle with a sush black wildow spider, several times his size, named Queen Cadwers. She's kidnapped some of his friends, you see, but she's not so much hold-

In ghem for ranson as for dinner.

This puts a little pressure on Bug to hurry up with the sexure.

The backstory is told in some excellent 3-D animation in the opening and for once, as the game goes interactive, the quality of the graphics does not deteriorate all that much. Bug's got a great game would to traverse, and possibly one of the most firm is of the First of all B', secretically.

nee, as the game goes interested and the graphics does not deleted to all the time by graphics does not deleted to all the time by graphics great game of the towers, and possible one of the flux one factor of all, it becomed the control of the graphics of the graphics deleted to the graphics of the graphics deleted to the graphics of the graphics deleted to the graphics deleted to the graphics deleted to the graphics of the gr

TECH SPECS

PUBLISHER: Sega SYSTEM: Saturn THEME: Platform MEGABITS: N/A PLAYERS: 1 LEVELS: 7

RIDGE RACER SPEEDS

The PlayStation Version of Ridge Racer Nearly Beats its Arcade Brethren

The driver's time trial has placed him last in the pack, but the brightly colored tails of several races don't block the view of the access ramp. A swimsuited billboard girl crosses in front of him with a sign that says, "Novice." An amplified voice calls the countilown.

Socketals the contrast are Suddenly the care abread are Suddenly the care abread the secolerator and the view swerves a lik. Then surrounding structures are flashing to either side as his which le balledly begins its attempt to eath up with those who are already disappearing onto the maan coursews; Times come thick and fast At the rade he's moviing. Wh hard not to oversteer; he finds himself swerving from sade to side, trying hard to keep between the flashing white dashes of the center lines. A turnel approaches, the diminished lighting within seeming orange by contrast. As he enters, the howling of his

he enten, the howfmg of his engine takes on a slight echo. Back in daylight, a helicopter hovers close overhead, turning, he's under and past it in a moment. He's almost caught up with a yellow car when it swerves in front of him. They bump and it neckes shead in a partial spin, but recovers and is

partial spin, but recovers and is once again well allocad. Neither he not the car ahead seems to be any worse for the wear. — Here's a popular comon raiing game taken forward several steps to fit the capabilities of the PlayStatton. Players coming to it from any of the 16-Bit



and exhibitanted at the advanced realism of the racing experience. So much so, perhaps, that soon the player will seriously wish for a steering wheel, pedals for accelerator and banker, and possibly a shift lever, instead of the PlayStation's button controller.

The graphics, rendered in textured polygons, give a colorful, realistic style to the intracately designed

influence of the second of the conlandscapes surmounding Ridge Racer's track. While driving, it is possible to switch the view from just in front of the car (apparently at about hood ornament beight) to slightly above and sufficiently behind to see

(apparently at about hood omagen height) to slightly above and sufficiently behind to see the whole car in the foreground. After the race, a full replay will be shown as though from camers in a number of moving viewpoints—pressuraably from one of the helicopters seen during the race, although

some of the images are from usade the tunnels as well. There are four cars to choose from in the initial setup, marked with various names such as Nameo and other inhouse references. Across the

TECH SPECS PUBLISHER: Nameco SYSTEM:

PUBLISHER:
Nameo
SYSTEM:
PlayStation
THEME:
Auto Racer
MEGA BITS: N/A
PLAYERS: 1
LEVELS: 7

ny's great successes. A neat note—on the Title Screen is a playable miniversion of Galaxian, clear the ships and extra cars will be available! There are 13 altogether, but most are only variable after.

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of the compa-

ing back to one

winning many race.

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CD for a custom soundtrack.

Ridge Racer is an improvement over the smash areade hit
m terms of features, and in the
end really only needs improved
driving control options to give
its cons-op brother a real race.

B+ (Ross Chamberlain)

but he can jump on them for points or any them with long inter (same he lays in a supply, which and reasy). Sometimes he has to jump from platform to platform, sometimes to lowe levels, but there are unsubscome he can use to boarne off to save his chilin. He and above profetchy clear when Bog is note from an He and above profetchy clear when Bog is note from an He and above the profetchy clear when Bog is note from an internal than the second of the contract of the contract of an easy thing to learn, just as it won't take two long to pick up exactly when he can turn. There are contained options when

an easy thing to learn, just as if won't take too long to pick up easely when he can turn. There are continue options when Bug dies; he appears on screen, dazed and bruised, but alive, as the continue countdown progresses. If the countdown goes to zero, he falls sway in a faint.

Then may not have the charisma of Sonic or Bubox but he's

Bug may not have the charisma of Sonie or Bubsy, but he' be lots of fun for the Sega Satura player to shepherd through his trials and tribulations. A (Ross Chamberlain) •



CONCUCED

IMPARTIAL REVIEWS OF THE LATEST IN COMPUTER ENTERTAINMENT

CREATE A CELTIC DYNASTY Geltic Tales Brings Early

Celtic Tales Brings Early Ireland Back to Life





art of diplomacy as they try to unite the tribes of Ireland against Balor and his army of Fomor people. It's a long march from a tiny province at the beginning to an all-out war with the troglodyte megalomaniae on his Tory Island.
Replacible many times over,

the gamer starts in a province, then controls a ruler and champions over simulated time until the Eire is under control. When Celtic Tales begins,

when center have segment. He Coddess Doan presents a group of pacture icons from which the games roller must be chosen, each commander of a different home province. Over time, champions align themselves with the ruler and new provinces join forces with the ruler due to smart diplomacy, babes or battles. A number of champions are present in each province at the game's beginning, for the player to commisc, for the player to commisc, for the player to commisc, for the player to commisc.



mand to farm, mine, cast spells or explore, depending on the current needs of the province It's tough to start from scratch like this, but players really appreciate their success after it's been earned hard-fought every steen of the vary

step of the way.

Although the events are different every time a player starts a new game, there is an overall linearity just under the surface. The first goal is to unite all of the tribes of the Eire under one ruler. This may take years of game time, but no more than 70 years may pass before Balor gets the island for himself by default. Most experimened stratevo observas are able to finish

the game and beat Balor within 40 years. Once the provinces are united, the player becomes the High Ruler. A battle with Connan, Balor's second-incommand is next-success is the only option. If a player loses to Connan, the game is over. If successful, Connan relinquishes the Gae Bolea, his special spear. Upon Connan's defeat. Balor himself appears and whisks the High Ruler and strongest champions off to Tory Island for the climactic battle These last two battles are meant to leave the player with an enormous feeling of satisfaction, but if either is lost, the game is over That's quite an incentive to play smart, since it may take weeks of preparation to get that far.

TECH SPECS PUBLISHER: Koei SYSTEM: PC CD THEME: Strategy/Simulat
TECH SPECS HD SPACE: 43MB max. PLAYERS: 1.4 LEVELS: N/A

The main game screen brings to mind Populous and other strategy games that take place over an expansive map. The main window contains a threequarter perspective view of the province surrounded by a number of command buttons on the sides and

and counter icons top respectively. A click on the compass in the lower. left corner of the Interface Screen requents the province, but it's almost unnecessary since almost all of the province

and its champions are visible from any angle. The top of the screen depicts the province's resources like wood, metal, cattle and grain. At a glance, this information shows how successful a province has been to date Command buttons leading to further menus and subscreens flank each side of the pacture window. Although it's annoying that the designers chose to orient the words vertically on the buttons, after a few turns players will become used to this

Each province is a living breathing world unto itself. This setup makes it easier to develop each province to its best potential, but it also isolates them enough that they don't even feel like part of the same game Unlike other strategy games of this type, players cannot scroll the picture window to bring up

Carlite filsio or champions are in the following an action phase. During the

another province, and the provinces themselves don't seem physically connected beyond their lovalty to a particular ruler. This said players more concentrate their efforts on the buildup of resources, power and culture in the current province. They also must send champions to explore other provinces to discover if they are occupied and if their people are friendly

Within each province, players see scons in the picture window for a citadel, burg and a champion tent. Animated characters representing each of the cham pions in that province also tend to their work as last commanded by the ruler. Some champions wander into a province during a turn and go to sleep. Others work hard at farming, mining or cattle herding. Each game burn consists of an orders phase and

orders phase, players examine their provinces, assign tasks to their champions and visit the citadel, burg or champion tent for more substantial

actions No war, or brilding up the bung or citadel. The burg repre-

sents the culture of the ntownee and the citadel represents its power. From the burg, players can discourt the results of a

monthly pol of the province's people, as

well as move a champson to another province or initiate trade. In the

citadel, players can start a war. pay tribute to a neighboring province (i.e., kiss their butts so that they'll join up) or start a cattle raid Although someone may win Celtic Tales through war, it is more difficult than the noth of trade and tribute Rulers must also increase the

druids. Bards and draids can cast spells, but warriors make up for this with battle el-ille Draids and Bards learn spells

in the champion tents in each province. The tents are also a source of new champions, but champions will not join a ruler whose expenence is less than theirs

The graphics are detailed and clear, from the little animated characters performing their tasks to the information screens. The impressive

introduction is good once, but a waste of 20MB of hard drive space after that. Sound effects are quite good, but this is not a game where sound effects

"The impressive matter much The music has a much more impressive effect because it is

opening

but a waste

introduction ing yet gets tiresome too. Celtic Tales is an interesting is good once. and captivating game with only one major flaw The ruler is nothing more than a champion

of 20MB of marked as a ruler. That person can de everything else a hard drive ..." champion can

which creates a disconnect within the game since the player is supposed to be the ruler. The

designers should have randomly scattered the champions, with out a chosen ruler. Celtic Tales is even more complex in multiplayer games, in which up to four take turns at the keyboard. Celtic Tales' structured format delivers a nice blend of combat, adventure, management, masic

skills and experience level of the champions under their control. and "command and conquer These may be warriors, bards or goals B (Russ Ceccola)



CAMELO REVISIT

Role Play as Oliver Stone and Rewrite History the Way You Want it.

his first-person sim drops the player smack in the middle of the Oval Office one day after a failed assessination attempt in Dailas and boy, has Jack got troubles: Victuam boiling, protesters scream ng for civil rights and general unrest in the air. Re-elect JFK is an oddball combination of strategy game and whodunit. The first challenge is to make

h decisions about Southeast Asia. Then there's the Civil Rights Act of 1964, sure to die in Congress without presidential support. Finally, there are two assignments that ultimately decide whether you win or lose the game-getting re-elected to a second term and learning who was

responsible for the shooting in Dallas This sounds a lot more exciting than it actually is. A day



ing to their opinns and then mak ing decisions. That nay reflect reality but it's not much in. It would've een a thrill to nvisit Camelot and tually deal with the famous person alities of the day.

elect JFK plays more like a game of Clue. Instead of deterning whether J. Edgar Hoover or Lyndon Johnson were involved in the assassination plot, all the suspects are ficti-tious. Might as well have east Colonel Mustard as the vice sident or Professor Plum as the FBI director The real stars are the impressive graphics and the easy terface. Various digitized actors speak their minds; then ayers choose responses, heard in a fair approximation of

JFK always finds time to do detective work on who took a otshot at him on that hot day in Dallas; that's the crux of Re-elect JFK. But any wrong more can turn public opinion against the president. The approval rating forces players to think like they were back in 1964. For example, when black leaders invite JFK to speak at a civil rights luncheon, players must anticipate what this will do to his popularity. Not the most politically correct game in the world, not by 1995 standards. **C+** (Paul Hyman) •

PUBLISHER: Quadra DEVELOPER: Viking SYSTEM: Win/Mac CD HEME: Political sim HB SPACE: 2MB PLAYERS: 1 LEVELS: N/A



THE TRUTH IS UNDER THERE!

Aliens Inhabit Our Seas in X-COM Terror From the Deep

Last year, X-COM UFO Defense onickly soared up the chart of computer game sales Rather than mess with a formu-Is that worked. MicroProse found a way to satisfy its fans without a radical change in game play or a rehash of the same scenarios. They simply switched the location of the game turns and used almost identical game play to create X-COM Terror from the Deep

Terror involves a brand-new set of graphics, sound effects, alien races and alien base design. In this scenario, the player uses X-COM to natrol undemeath the ocean after the defeated aliens from the first eame reach across the galaxy to their long-dormant underwater brethren and demand their belo in the

destruction of humanity. Players must shoot down alien vessels and explore their interiors to learn about them, and defeat them little by little until they discover enough information to take out more substantial installations MicroProse graphically enhanced Terror

with undersea topo-

example detail and

included geoscape manning to explore the depths. Water coloration and human shipwrecks act as a background for the constant alien confrontations. The game is meant for strategy buffs who like to move men across an expansive playfield to explore while they stay alive in turn-based combat

The underwater setting brings new technologies (sonar, submersibles, etc.) and a large encyclopedia of alien mutations and standard sea creatures. Some players liked to learn

about the alsens in the oneinal game, not just defeat them, so that feature is greatly expanded Remember that water takes things on not down and it is dangerous to go into the deeper areas Use all

TECH SPECS

PUBLISHER: MicroProse DESIGNER: MicroProse SYSTEM: PC CD THEME: Strategy HD SPACE: Variable PLAYERS: 1 LEVELS: N/A

ovoiloble options before rushing into combat Who knows where the aliens will appear next?

Maybe right under our feet in the ground A- (Russ Ceccola)

THERE IS NO KNOWLEDGE THAT IS NOT POWER



EXPERIENCE THE RAW POWER...ON YOUR PC!

COMING THIS FALL







VIRTUALLY

Nothing's Missing but the Smell of Cigar Smoke

in Virtual Pool

Why in the name of Minnesota Fats has it taken so long to get a first-rate pool simulation onto the PC? One

would expect a new pool singslation every holiday season. Well, at least this year looks good; Virtual Pool is a spectacular piece that may, in fact, be so good that other developers

not topdown, with the angle rotating after each shot in order to set up the best possible position. The physics of ball move-

will be reluctant to try and top it. VP is played from a true perspective, angled,

IBUSHER: MicroProse Straight Pool. DESIGNER Rotation, 8-Ball, 9-Ball and Celeris General Rules. and any format THEME: Strategy HD SPACE

> commuter LEVELS: 5 Anyone with even a passing interest in this wonderful game

can be played head-to-head (in nerson or via network/modem/ serial cable) or PLAYERS: 1 against the

ment - the key to any good pool simulation - are perfectly

reproduced. The

graphics are downnight ele-

gant, and the

appropriate.

There's

sound is totally

will want to put Virtual Pool on their shopping list. Rack 'em A (Bill Kunkel)

load. A few addi-

tional hot keys

here and there

would help game

lagged suffers from a few story

oversights such as

POLITICALLY CORRECT WARFARE

Wage Fierce Ecological Combat with the Dreaded Jagged Alliance

ir-Tech's Ingged Alliance is an entertaining roleplaying game set in the modern era. with mercenaries and guns instead of paladins and swords. It gives the player command of a band of mercenaries attempting to protect rare tropical trees Good sesentists learned the

sap from these rare, supposedly non-reproducing trees. can create wonderful medicines. The bad scientist, formerly one of the good guys, decided he could profit more by exploiting the existing crop of trees rather than contiming research with the good scientists. Accordingly, the had scientist and his mencenanes took over almost all of the island by force. The player must lead a crusade to eradicate them and resum control of the island.

from an existing pool, each with the typical assortment of skills, attributes and sear. As some die. players can fly replacement merceparies onto the island Each character

can carry a finite amount of goods and weapons, but multiple-pocket combat vests let them carry more goods and weapons. During noncombat situations, players operate in real time and can move the entire group with a single mouse movement or dispatch individual characters in separate directions During combat, each player moves individually under a turn-based

Characters have a "shortness of breath indicator" that

The player hires mercenaries scheme revealed itself as a thorough, complex and flexble movement scheme Unfortunately, Jagged's user interface suffers an "Air Force F-18 faiel pilot." I hope no one tells the Navy that the Air Force stole an F/A-18. There are some other glitches as well. These include strange installation

decreases as action points are expended. Allowing them to rest one turn returns the breath indicator and action point allot-

The turn-based combat

ment to normal

failures and frequent lockups that prove to drag the game down a bit In general, Jagged Alliance is an enjoyable and game that is only strapped

somewhat original computer with a few minor oversights The inevitable medicinal patch is anticipated B- (Tom K.C." Basham) .

TECH SPECS PUBLISHER: Six-Tech SYSTEM: PC CD THEME: RPG Combat
HD SPACE: 20/HB PLAYERS: 1 LEVELS: 60 Combat Sectors

THE INNER CIR Two computing giants, New World Computing droids. These incredible machines of doom are

and SImTex Software, team up to give you the biggest strategy game of the year: Metal Lords: The Inner Circle. You build and control

huge robot fighting

the ultimate weapons in a lightning war of interplanetary conquest. In Metal Lords, you must isolate your enemies, fend off an alien menace, and most of all, think and play BIG

or rival Lords will eat you for lunch.

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TECH SPECS



Lost Eden Rebuilds a Mythical Past

The dream of interaction between humans and dinosaurs is thriving. Fans of imaginary worlds like fames Gurney's Dinotoing and Harry Harrison's West of Eden will find appealing parallels in Lost Eden The player assumes the role of Prince Adam, beir to the throne Mo is the last standing

remnant of a great network of fortifications that once protect ed both men and dinosaura from the depredations of the Tyrann, predatory

dinosaurs banded into an army. The ultimate tark of the player is to reestablish a system of citadels and break the power of the Tyrann. It really is irresistible for dinosaur lovers

Both dinosaurs and bumans are critical to the process of building new citadels: this theme of cooperation runs through the entire

game. All action in the game is driven by the manipulation of a floating, rotating icon which allows the player to move, pack up objects, inspect objects and other characters. Possessions are kent and arranged as small icons on a bar bordering the bottom of the screen.

Every encounter features fluid, swooping animation and detail, and the character voices are smeth. The lip-smehing is done with animated and existessive less on an otherwise motionless face as in the early. folls cartoon series. But this a minor complaint touches like the torch-light effect when inspecting a fresco in the citadel's catacombs, are nothing

dort of iza-dropping If there is a flaw to the game. it is in the

structure of the adven-Eden is from the same producers as the Dune inter-ROM adven tute, and like SYSTEM: PC CD Dune, Lost Eden plays HD SPACE IMIR like a posel with a new PLAYERS: 1 LEVELS: N/A definite lin

car plot, with only one solution to most problems. It is possible to lose by dving, but correlation to noor decigans.

This is a fascinating advenbure on a grand scale. The designers did their best to satisfy the sense of wonder and deliver a thought-provoking stors at the same time B+ (Andy Hooter)

PC PUNCHER

Super Street Fighter II Turbo Kicks and Punches a Path to PC

et us presume that you are a PC owner. Now let us presume that you are a fan of street fighting games Would you A) spend large amounts of money buying inadequate computer versions of popular coin-op fighting games? B) break down and spend \$90 or so for a SNES or Genesis and buy versions of those arcade fighters? or C) play them at the local 7-II? If your answer was "A," then hop in your Hyundai Excel and blaze on down to your local software supplier, where you will no doubt find copies of Super Street Fighter II Turbo gathing dust on the PC CD shelves



SSF2T was released in arcades in reto player gripes about the slow speed of the ing awaited coin-op Super Street Fighter II. But by the time it arrived, the whole Street Fighter franchise was on the decline

Enrocom Entertainment did a commendable job of translating a coin-op to the com ter medium, but the fit just doesn't work For example, to fit the documentation in the piece of a crystal case CD holder, each glater gets only one tiny page of text. The oc writers get a brief biography and descrip ons of only two special moves (a few addial special moves are listed separately.) The game is essentially unplayable without

a direction pad-style, six-button controller For those still interested, the PC CE version contains all the coin-op characters, along with Boss Akuma, who can only be accessed after defeating every other charac ter. Any game enthusiast willing to painstak ingly work at it will eventually reproduce some of the hot-looking moves that get these games over in the arcades. But this whole tire is such a duck out of water, it's tough to know why publishers bother to release them any more. G+ (Bill Knubel) •

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YOW! Barely clearing the blast doors, the Slipstreamer yanks his machine into a hard banking turn and screams across the finish line. Thunder-

ous applause caresses the pilot's ears as the crowd goes crazy Racing games are a cornerstone of the electronic entertainment arena. Nobody made better Amera racers than Gremlin (Lotus Turbo Challenge) Interactive The advent of Pentium computers

makes possible a new level of sophistication, from complex simulations like Papyrus' Nascar Racing to Mindscape's extravagant Megarace Never before has the computer game enthusiast had such a level of sophistication available to him/her to experience the thrills of high-speed racing from

own commuter station At the same time a resurrence of simple, but excellent, "fun" racing games has brought forth novelties like Williams' and GT Interactive's SuperKarts (an excellent game in its own right)

the comfort of his/her

and H.S. Cold's B.C. Racers But for the ultimate in sheer

competitive exhibitation you'd be hard pressed to find a better entry than Front Street

TECH SPECS

PUBLISHER: Front Street DESIGNER: Gremlin THEME: Aerial Racing HD SPACE SAYS

Publishing's release of Cremlin's Slipstream 5000-a racing game designed for the

flight sim innkie in all of us. SS5K is a fast and furious 3-D racing game set in the near future, where the advent of anti-eravity technology has cre-

ated a new form of sport flying. "Unfortunately, choose from a field of 10 vehi-

whose multiethe me diversity would make any

World Wer II movie sergeant proud From the Native American Sharram to identical twins Kin and Gin

Matsu, the drivers are as unique as their machines adding a nice. diverse touch to

the came in a sometimes white male-dominated genre in caming.

Player options begin with a choice of single- or multiplayer games. Multiplayer games are available for two players on a single computer with a solitscreen display or through a fullscreen serial, modem or network connection. Single-player games offer

Practice, Single Race and Champsonship Modes before movine on to pilot and machine selection.

Then it's out to the hanear to outfit the machine. First-time competitors start with a paltry \$750, barely enough to buy a low-end weapon or targeting system, but cash is won by finishing in the first six positions and by nabbing any cash tokens

found alone the track Other ontrack stems include speed

boosts, instant it won't take engine and control damage repair and the dreaded long for most Districtor

trol inputs for players to several sec onds The

dmne shins release the complete the same random

items, but when things ect really deseason." perate, simply flying through one of the Re-

which will

teverse all con-

Charger Pits will easily set all systems right again The 10 Championship

courses are gorgeously rendered in texture-mapped 3-D: Egypt, Arizona, Chicago, the Amazon, London, Norway, Paris, Hawaii, Tokyo and New York Before each race comments. tors Lvall Mint and Crystal

Eves narrate a flythrough of the course and outline simple strategies. Pay attention, because there are no brakes in the Simstreamer's world-

you're either accelerating or coasting-and collisions can get pretty costly After the race a replay of the entire event can be watched from any of the five available views

Unfortunately, it won't take long for most players to complete the season, after which the replay value diminishes rapidly. Still, it's fun while it lasts. and the game does come with two unusual extras: a simple but comprehensive manual and a bonus audio CD that features two tracks from Skid iow's latest allbum CD

B (Scott Wolf) .





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REVISITED? MONTY **PYTHON**

DiscWorld Features British Humor and a Scaly Dragon in One Package

In the '70s and '80s. millions of impressionable American kaddies tuned in to PBS to watch a twisted Monty ventional reality. Psyrnosis' DiscWorld sustains that brand of humor, as it brings bazarre DiscWorld novels to life.

DiscWorld is a world shaped like a disc, perched on the backs of four grant elephants that stand on the shell of Great A'Tum, an enigmatic star-traveling turtle. In

the center of the world is the city-state of Ankh-Mornork where most of the action takes place. This precar-

ious evistence may explain the bilarions fatalism of the characters in the game

The game is based loosely on the plot of Mr Pratchett's Discworld novel number eight. Guards! Guards! A convocation of ambitious

scum conspires to steal a magical dragon-summoning tome from the Unseen University Library in Ankh-Morpork. The group calls a dragon from its plane of existence to terrorize the inhabitants of the city. The lower-class schemers hope to overthrow the benign tyranny of the Patrician, the leader of

Ankh-Momork. After denying the existence of the dreaded sement and ignoring the incinerated corpses lying about, the Patrician calls on the Archehancellor of the Unseen University. Threatened with the loss of his academic grant.



perennial wizardry undergrad Rinsewind (the player) is tanged to solve the mosters of the appearance of the dragon.

Ransewind must now actually do something other than get drenk and sleep. (University life is similar in all realities.) Not a very diligent student, he must familiarize him self with the occurants and environs of UU

The faculty sets around drunk in the dising half gorging contropously. The library is run by a wazard who was turned into an ane and refused to be turned back into a man because he liked morning about with no trousers. Overseeing this motley crew is the martinet

With his luggage (a semisentient, ambulatory suitcase). Rinsewind deports from the not anute ivory towers of Unseen U in search of the skills to rid DiscWorld of the scaly scourre

tures, the player should talk to everyone met take or steal whatever's not nailed down and go to all accessible areas. Most of what the lackadomeal citi. zens of Ankh-Morpork talk about seems at first block ratter nonsense, but as the game progresses their funny ram

with important meaning All interactive stems are clearly labeled. which saves time

hunting about that can be picked up deposited in the infinitely volumenous

Luggage objects are to be remembered because most of them will attain greater significance later.

blings become quite pregnant tiousness in gener-

> ly 100 hours of play and a few voice tracks were missing or truncat-

ed, but all in all it's really a well-crafted same DiscWorld is a thoroughly engaging and absorbing graphic adventure with amusing characters and dialogue. It's one of the

(David T. Harris)

TECH SPECS

PUBLISHER: Psymosis SYSTEM: PC CD THEME: Adventure HD SPACE: 0.5MB PLAYERS: 1

After the first act. the librarian gives Russewind access to L-Snace. This is a limited form of time travel created when a large number of magi cal books are brought together. The L-Space doorway

allows Rinsewind to skip from the present to 12 hours in the past. He can carry objects and knowledge to and from the different times to accomplish his mission and crush the consuitacy. The puzzles in

DiscWorld range from hard to extremely hard. Most of the solutions make perfect sense in retrospect, though the clues seem tenuous at best. The instruction manual is a good

intro to the DiscWorld milien The fanciful cartoon-like eraphics add to the fairy-tale ambiance. DiscWorld goes out of its way to make fun of the fantasy genre, bureaucracies college life and preten-

> al. Rinsewind's pithy lines are given voice CD-ROM only) by ex-Pethan Enc Idle a The game crashed once in approximate

Beautiful MEN

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SEGA CD





ALONE AGAIN

Is Edward Carnby Left Alone in the Dark as the Trilogy Concludes?

lone 3 opens in July of 1925 with supernatural setult Edward Carriby receiving yet another call for help. It's Greg Saunders (father of Mone 2's Grace) on the phone: The entire cast and crew of his latest picture, The Late Ranger has mysteriously disappeared, including Caraby's associate Emily Hartwood. Before he can see "\$1,200 plus oxpresses." Ed

GNER: Inforcame

SYSTEM: PC CD

THEME: Adventure

HD SPACE: 35ME

LEVELS: N/

Hartwood. Before he can sa finds himself in Slaughter Gulch, where the words "Chost Town" are more

"Chost Iown are more than just a village motto. At first, the opening reeks of the zombie combat overkill of Alone 2. But Alone 3 reveals a crafter side whereby many armed encounters may be avoided altogether. Meanwhile, the plot, involving Native

American mysticism, a plan to drop California into the Pacific Ocean by dynamiting the San Andress Fault and a guy with a robotic Abraham Lincoln suit, is secondary to atmosphere and play.

The control system is the same, but this time players may customize the difficulty by adjusting Camby's life and hit points, as well as hit points of the bad guys. The most interesting aspect of Alone 3 is the death of its

main character. There is no was to model fiducal Carmley, Earl, smilling it at the hands of an old sight. Fortunation of Ed., be has No sign magic working and he is reiscurated to the properties of the properties of the strength of the Alone 3 is satisfying game. The disconcerting center, Alone 3 is satisfying game. The disconcerting centers angles were toord down, and while the logic of some of the puzzles is questionable, the continuity of characters from Money 1 and 2 law the foundation for a challencine and

yes, creepy experience. B+ (Scott Wolf)

SPORT It Takes a Strong Player to Survive the Outrageous No grident game comes

close to the carnage of Blood Bowl This multimodus version of the Carnes Workshop hit

Games
Workshop hit
features all the
nules of the
game, but
elinanates
much of the
mechanics so
players can

concentrate on strategy. The goal is to score the most touchdowns, but players use dury moves, punches and sacks by the teams' monsters to seach the end zone. They don't call it Blood Bowl for nothings

The game comes with eight teams from the board game and a lot of free agents. Each monster has skills for movement, strength, agility and armor.

strength, agility and armor.
Although players must
choose an offensive or defensive formation before each play,
they can give the team members movement commands
until they end their turn or a
suntilicant event hide turn or a

The game's main view of the gad uses an overhead view, with sade perspectives during special replays. A zoomed-out Sky-Eye Birmy Cam show the whole field, although almost all of the gad is visible on-screen anyway. An interface of picture ionus and elicitable players on the field keens Blood Bowl.

touchdown or death.

the simple, so even those players of the board version who just got a

computer can jump right in. Blood Bowl's colorful, catoonish graphics emulate the style of the original game's box. Sounds include basic music and bone-crunching effects during game play. The voice files feature commentary from

gruesome announcers, plus many more audio treats. One big problem with Blood Bowl is the mouse speed It is set very low so players have to pick up the mouse to move the cursor. Keyboard equivalents of some game functions are nice.

pick up the mouse to move in cursor. Keyboard equivalents o some game functions are nice, but the mouse speed snafu detracts from an otherwise emposable and challenging game. **B**= [Russ Ceccola] •

TECH SPECS



Subway SYSTEM: MS DOS THEME: Strategy HD SPACE: 10MB PLAYERS: 1

MicroProse

@

IT'S WHAT TY WAS INVENTED FOR...BUST A MOVE!





The ability to alter photographs with computer technology calls into question the idea of the photograph as a reliable representation of reality Some photographers are horrified by this change; others embrace it and use it to expand the range of their art. Such a for Truths & Fictions: A Digital Photography

digital technology With each of his images, and their seamless alterations, the viewer must wonder where truth leaves off and fiction begins.

The Main Menu presents four options: Introduction, Gallery, Digital Studio and Gorrespondence The Introduction is a OnickTime

movie that

photographer is Pedro Meyer, the Mexican artist responsible Journey from Documentary to Meyer's work focuses on the interaction of photography with

WHAT'S

Truths & Fictions Explores Borders Between Reality and Invention

Meyer's works, most digitally

images to go

straight to ans

desired photo-

guaded tour

narrated by

graph, or take a

retouched. Vsewers can wander

straight through the gallery, use

suffers from the usual image quality problems. However, it is colorful, interesting and sets the stage for the exhibit to come. Meyer's narration is a thoughtful musing about the pace and effect of technological change, the question of trusting images

and the change of consciouschanging technology entails

educator Ionathan Green. The Truths & reproduction of Fictions the images is is the clear, and all Gallery, a may be viewed

at full-screen size To see them in color puter capable of displaying thou sands of colors, otherwise the

> will be displayed in gray images occasionally suffer from artifacts of digital repro-

About one-third of the images were taken in Mexico, while the rest are from the U.S., primarily the Southwest. The contrast between the two sets of images

is striking. Twenty images are examined in the Dirital Studio. the most remarkable part of Truths & Fictions Using a little camera icon, one can move from each such image directly to the explanation and back, or explore all 20 images in Digital Studio, Meyer presents the original photographs, at full-screen size, and explains what he did and why

Correspondence presents the commentanes of 87 artists, photographers and writers from 17 different countries on issues raised by his work. One can view an image of the original form of each letter, and many have accompaniments, including images, sound recordings and QuickTime movies The well-designed interface is

easy to use. The help icon brings up an audio explanation by Meyer, some may prefer to have this in a text format There are a

"Mever's

down the performance of the work focuses

disk The cursor changes shape to indicate what on the action is available but on occasion these

interaction of shapes are misleading or wrong Frequently, when linking from an photography image in the

flaws to bring

Green's narration the sound with digital cuts off before it

Veronser technology." Volkow, a Mexican novelist and poet, managed to success-

fully sum up the issues in her letter to Meyer "With the digital revolution, the photograph breaks its lovalty with what is real, that unique marriage in the arts, only to fall into the infinite temptations of the imagination ... With a little bit of sadness, an inevitable sense of loss, we wish it good luck or a journey which will surely be very fruitful." If there are more

artists similar to Meyer using

the medium, it certainly wil be. A (James M. Eisen) .



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slipstream 5000







SLIPSTREAM SOOO INCLUDES BONUS CD PEATURING MY ENEMY AND AN ADDITIONAL TRACE PROM SKID ROW. SURPRIMAN MAC.

MALAREE ON

MINLAGE ON ATLANTIC RECO

MINISTER F. 1995 GAMMA PATHATTIS, LANCE AND ACCOUNT FOR THE PROJECT RELIGIONG IN TRADERSON OF U.S. CIT.
SICK ROW OF 1995 WORDER PROJECT, ASCIACE AND RESIDENCE OF 1995 ACCOUNT RECEIPER COMPRISION FOR THE LE





The Internet **Becomes** Hollywood's Latest Onramp To Adventure

ver since the computer in War Games asked the question. "Would you like to play a game?" Hollywood has flirted with techno-ore that cast computers in starring roles. In the age of the Internet, however, where real backers are making their way into the deepest and darkest recesses of the net (and into the headlines), the big studios are pump-

Although many critics would aroue that the merging of tomorrow's technology with today's leading stars got off to an unceremoniously bad start with the big-screen adaptation of William Gibson's Johnny Mnemonic earlier this year, that has done little to dissuade the suits at many Hollywood studios that the Internet is paved with anything but gold. The result is a battery of films now in development that feature computers and the Internet playing pivotal roles opposite such leading names as Denzel Washington, fresh from his tour of duty in Crimson Tide and Sandra Bullock who hopes to have better luck than her Speed co-star Kesmi Reeves encountered as

ing big backs into a new genre of cyberthrillers

the lead in Johnny Why the sudden interest? Simple. The Internet is a hot topic from Wall Street to Rodeo Drive, it's recognized around the world (i.e., strong international ticket sales) and it gives tech-happy studios the marquee attraction they need to draw online users to their other properties. Among the films that Hollywood plans to dish up in the coming months

Virtuosity (August 4)

Los Angeles, 1999. Police use a computer composite of 183 serial killers, Sid 6.7 (Russell Crowe), to train officers. When the cybercreep escapes into the flesh-and-blood real world, former cop Parker Barnes (Denzel Washington) is brought in to hunt him down

It's a cautionary tale about the use of this kind of technology, about how it can expand our minds and horizons and how it can also reflect the worst of what we've become," adddirector Brett Leonard (Lawnmower Man). Otto://www.popa-

The Net (August 4)

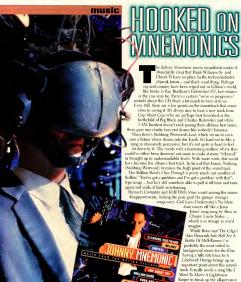
Trading in public transportation for the Internet, Sandra Bullock stars as a computer hermit, tolling away at her keyboard when she stumbles upon a program that allows her to access any classified computer network in the world. The unscrupulous computer gurn who keved the code (Jeremy Northern) wants at back. Dennis Miller, who convincingly cut his teeth as a cyberwiz in last fall's. Disclosure, costars, (http://www.spc.sony.com/Pictures/SonyMOvies/17net.html)

Hackers (September 26)

Dade Murphy (Jonny Lee Miller), whose first backing conviction came when he was 11 years old, is now an 18-year-old cyberpunk who hangs with a group of roller-blading, Sohe computer hackers(1). After tapping into the files of the Ellingson Oil Company, they discover industrial espionage at the hands of a corporate security officer who frames Dade

and his friends for the crimes

CULTURE SHUCK



doom and gloom. Sure, that song is kitsch and annoying as shit—but it serves to prove that that soundtrack didn't take itself half as seriously as this one does.

special effects



JABBA THE HUT GETS WORKED OVER AT ITM before-seen, elips from the original

dentally bore a startlant resem-

138/SW Home html •

magazines

Launch into a Medio Blender

'Zines Grow Up in the Digital Age ... with Mixed Results "live" performance of a previ-ously unreleased album track.

Plus, there's an interactive

The two animated features.

Sourrely & Six Pak (that's as

has to be checked out.

Low Points:

ids love interactive CD-ROM magazines-and as well they should. By entering the 'hot spots" in these interactive gs, users can often access video and audio clius that often bring another dimension to

magazines. Here's a partial look at what's out there for your perusal.

(Issue 1 Mac/Win) Instead of finding the usual contents page, sers navigate through hot snots in a simulated By entering "build ings," they can access a

ety of movie and video clips, album reviews and game demos. The town's unsque music club, the Hang, features audio and sometimes video clip inter-views with musicians such as Matthew Sweet (of the Lincoh Sweets) and Tonya Donnelly. In fact, they can even dictate sever-al coestions to Sweet and view a

interesting as the new Ren & Stimpys) and Joey Noir (an unhappy marriage between Clutch Cargo and computer au-mation) really aren't much to write home about

Medio Vision (Vol. 2. Issue 5 Windows) Users enter at the contents

page, which ranges in topics from Entertainment and News to Business, Sports and Science. Dewars' advertisement that just High Points: Medio Vision is simply packed to the top with informationwhich goes to justify its meaty \$9.95 price tag.

film reviews, fashion and

actors and musicians, music and comics - as well as several visual performances that combine art, sic, architecture and poetry. High Points The interviews feature interesting writing, good photogra-

pelling art direction and are interspersed with video clips. The performance pieces are really error while still coming off as very cool. Plus the Dewars' 2d is here too! Low Points:

The "7 Deadly Sins of the Internet" feature is just a fluff piece with good photography.

Judgement From On High: Judgement From On Inga.

Launch is certainly off to an
interesting start and Medeo is
quite interesting in its own right,
but I have to say that Blender is
the most successful marriage of
CD-ROM and magazine formats I've seen yet. I recommend

- loc Fields

it whole beartedly.

I didn't like how many of the news articles neglected carrying accompanying photos, making it appear like they received their copy from a news service

Blender (Issue 1.3 Mac/Win) Overview Blender is full of interesting topics. It's got interviews with

0

BRAULUUD

COORDINATES: FAIL OUTGETISTON COM



DOLLARS AND

the PlayStation is coming soon, I've started to onestion the logic in how these systems are being priced.

First, I think both Sony and Sega are going to discover that. like 3DO, people aren't ready to throw down a week's wages for a video same machine When will the masses be able to afford them? And if nobody beyond the gadget freaks comes to the bar, who is going to buy all that software that third-party beensees are making? I bought an Apple 2+ com-

puter way back in 1983 with 64K, a 5.25 floppy drive and a monochtome monstor for shoul \$2,000. That was a state-of-theart home system back then. In-1995 that same two orand will still buy the current state-of-theart home system, albeit with much fatter power including CD-ROM, full color video, etc. How do Sega and Sony get

off charging 2-5 times what video game systems cost when the same amount of money buys me a computer that is exponentially superior to one I bought over a decade ago?

Technology is expected to progress over time. But that doesn't mean consumers are going to pay for it

Jerry Cambell Trenton, New Jersey

What's the deal with Mortal Kombat 3? I know that the wiz ards of Williams really wanted to keep us all guessing with their third, fourth and fifth revisions to the same, but it really is getting to the point of making me want to puke

Every time I go to the arcade I have to learn a different set of the Spam, too many changes moves for this game just can make even the best games because Roger Sharpe from no fun to blay Williams wants to screw with everyone's brains on the Internet, Personally, I've had

I don't care about the codes. the moves or the secrets anymore. Why should 12 The minute I make a great "discovery" in this game, I can count on Roeer and his staff to

enough.

change the rules

Trent Morrow Columbus Ohio first appeared to unlock the secrets of coin-op games, the manufacturers and operators of those devices have concocted ways to keep the quarters flowing. While the advent of the Internet gives those who want to know the ability to share information instantly, the points you brine up are more important lust as too many cooks can shoel

Ever since game magazines

But don't take it out on poor Roger If it weren't for him you may never have sotten the chance to blay a same called Mortal Kombat in the first blace.

MR. SMITH DISSES WASHINGTON I have a real problem with

the legislation being proposed by Congress to police the Internet The Decency

Amendments to the Communications Bill that recently passed open up questions that no government should be expected to address Do we want pomography

weeding its way into the lives of our youth? Of course not. But what may have been developed to stop such transgressions could very easily mutate into something more sinister. The free flow of information is at the very foundation of not only the Constitution, but the Intermoderate users based on their perceived decency is a problem with no clean-cut solution

with entertainment? On any given day users can access information that instructs users on how to mutilate, mame and kill. Is it indecent? I don't think the makers of Mortal Kombat would think so.

> Walter Smith Canton, Ohio

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TEAULLOÙD

The Internet is indeed a tricky animal. Without isolating the U.S. from the rest of the world (which no Congressional edict can overcome) it will be virtually untrovible to police the Net to any degree of success.

For an obbosing view, turn to the back of the book for the inside word from Pravidential candidate Bob Dole

FREQUENCY

KENNETH? Could you ask Bill Gates if it is true that he has cloned him-

> Kenneth Demarco White Plains, Georgia

Which one would you like us to ask?

THE INTERNET

How come all of the corporate video and computer gaming sites on the Internet are about as much fun as a howel movement? I think we're witnessing a disturbing trend on the Internet

absolutely everyone feels they have something to say and. unfortunately, corporations are divine in without extre much regard to what kind of content they're looking to provide. God forbid any of these so-called "commercial" sites even consider bagging on their

For real gaming information on the Net, turn to Yahoo for a complete spectrum of sites prepared by absolute pobodies who are a hell of a lot more interesting than anything I've seen a marketing major chum out.

Mark Lewis

Arlington, Virginia

While some of the sites are truly hideous, most of the entertainment areas on the Net are fairly well maintained, with downloads, samples and other ways to communicate with warous beable within the companies (for a listing of some of the better sites, refer to the listing at right). We'd suggest that you check out some of these sites before making a final decision on how useful the Internet is in

gathering electronic entertainment information. IT AIN'T INFLATIO With all the hype surround-

ing the new consoles that are appearing in the next year that are CD-ROM based, I've started to cuestion the economics of the titles these new machines will play

The crux of my problem is this: Why do CD-ROM

games, on the PC or console, carry price tags that are four times as high as audio CDs? Sure there's programming and development, but on the other hand there's not the ten figure sums paid to

attract stars like Michael Jackson and Pearl Jam. Both industries have to support their products with mar keting and both certainly have similar infrastructures to support. All of this brings me full circle back to my original question. Why do entertainment CDs

Sega Web (http://www.segaoa.com/). This World Wide Web site has information on Sega games and how to order them. It uses lots of graphics from Sega product to Illustrates. Sega products to illustrate the pages. At this poil Sega reps say they are not taking comments fro customers on the internet, so there is no e-mail

Maybe it's symptomatic of the biggest companies, but Nintendo doesn't have an e-mail address either. Their web site has Nintendo product information, new press releases, links to interesting sites and more, (http://www.nintendo.com)

Spectrum Holobyte

(http://www.microprose.com/ index.html). This is a page with links that take e-visitors to pages with corporate info, new game info and a place to a games. They can be reached by e-mail at: support@microprose.com.

Electronic Arts (http://www.ea.com/). This site has corporate information and product information. E-mail them at: www@ea.com.

Activision's Web Site (http://www.activision.com/) is home to a big push for Mechwarrior 2, an on-line contest and no e-mail.

◆Lavamind (http://www.best.com:88/~lavamind/) has a strange site with corporate info, game reviews, links to other sites and e-mail: info@lava-mind.com.

Ocean Software (http://199.4.94.16/ocean/) has game and corporate information. E-mail: ocean@aimnet.com

Origin Systems, Inc. (http://www.ea.com/origin.html) maintains a site with the usual corporate and game info, plus two free downloadable demos. E-mail them at: www@origin.ea.com.

◆Westwood Studios (http://westwood.com/) A nt of effort went into this site setup. nall them at: virtualed@westu

cost so much more than audio? Pat Matthews Jacksonville, Florida

JALECO Scores Again





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- Amazing animation certain players look and move just like their real-life counterparts

















What led Sterling Sharpe to break the NFL record for receptions, then break his own record the following season? There's only one way to find out. Take it to the limit -Take it END 2 END.

- 30 teams plus two All-Star teams END 2 END, Playoffs, and All-Star modes
- Amazing realism: backup quarterback, 2 point conversions, instant replay. Scaling view of field
- Sterling Sharpe and JALECO provide an analysis on every team















BRALLUUD

FEELING ALIENATED Like many, I pay a lot of attention to hype about new stuff. I don't always rush out and buy the newest games or hop on the new technology bandwagon right away, but I always like to know what's

happening. I've been bearing about all the new consoles, but I feel like the forgotten man too much of the

I know there are a lot of adult gamers. because magazines like yours tell me so. You'd never know it from the ads I see

though. The ads cater to adjots. Do they expect me to identify with some pop-eyed little punk shrieking

"Segat"? I do. Video gaming has had some trouble with Congress in the last couple of years, and these commercials are part of the reason.

about mak-

Senators are talking

me feel like the star of a Frosted Flakes commercial. SUCK ON

THIS YOU SCUMBAG SHITS

Bryan Lenci Ioliet, Illinois

Sure kids are important customers, but so are people like the wife, dog and myself

electronic gaming safe for kids

as though there wasn't a sizable

audience, and he got his ammo

from the industry's advertising.

Game ads are stupid and

advertisers shouldn't be sur-

prised when Congress treats gamine like it's an alternative

The companies have dug

their own hole. They're making

sport for pre-teens.

PUSIAN

letters and e-mail-the more the merrier! Send your snail mail to-

Fall Out c/o Fusion +330 S. Decatur + Suite 152 Las Vegas, NV 89107 And e-mail should go to fallout@fusion.com

A lot of electronic entertain-

ment marketing does seem to be

slanted toward the use folk but

that should change as electronic

entertainment continues to cater

I wouldn't count on the days

of publishers selling software by

"splatters" to end as long as peo-

painting pages with blood

ale think that's why Mortal

As far as Congress is con-

cerned, I don't think you have

too much to worry about. The

only thing deadlier than taxing

Social Security is myoling cen-

ple of weeks and they'll find

some other politically correct

issue to crusade against.

sorship into law, fust wait a cou-

Kombat is so successful.

to an ever-growing audience of

Web Site of the Month

his month's Top Web Site of the Month comes Sife of the Month comes from Useless Web Pages, (http://www.primus.com/staff/ psulp/uselesshtml) Paul Phillips, executive director of the Useless Web

Page, began the site when he nd someone had created a web site listing their entire CD collection. For Phillips this was the first web site he'd seen that "overtly crossed the ne from tolerably frivolor to truly inane." Because he es you all (ostensible) os created the Useles

hillips created the Useless feb Pages site—which serve blink the user to noteworth seless Pages on the Web. Notable Useless Pages featured in the site includ pages that regularly tell what Purdue University graduate student Sho Kuwamot is eat-ing for lunch (at press time, a spinach calzone and potato salad), updates on some young chap named Rob's dating life (a poll is included on whether he should stay with his current "squeeze" or not) and a several-year dream jour-nal (which, oddly enough, we forgot everything about after exiting). Other pages include a site where a friendly host invites you to talk to his cat a site devoted entirely to beard research and the always funny "click here to learn how to keep an idiot

happy."
Phillips has also given users the opportunity to take a look at that hallmark CD listing at that hallmark CD listing that started it all in the Useless Pages Hall of Fame. But don't forget to check out what Sho's having for lunch first. If we don't make sure he's eating right, who will?

"... don't forget to check out what Sho's having for lunch ..."



front lines
of the
electronic
entertainment
revolution

can be a

dangerous place...



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PALO OUT

Questions with Steve Race

Steve Race is in a unique position within the electronic entertainment industry. Sitting Entertainment and in charge of launching their upcoming PlayStation system, Race carries the future of all gaming squarely on his shoulders. With just weeks to go before the launch date of the PSX Race answers his critics

and talks

video games.

about the future of

They only shipped very limit ed quantities to a very limited number of retailers, three or four depending on how you want to count, and in doing so I think they have, based on our conversations with much of the trade, alienated many of the other accounts that they are not bringing the product into. So while they have a slight head start in terms of first launching a next-generation product in the United States, it is a relatively narrow window of opportunity. Frankly, they've

Sega party, if you will, with no one else invited to it. ched in the slowest retail take-away months of the year for our industry. So for all of those reasons: the fact that they did it with a

limited number of retailers, the fact that they have alienated other retailers by doing so and the fact that it's in the slowest time of the year and they have not been able to support the product with a lot of software, I think it doesn't hurt our chances at all. I think in doing so they have alienated some of the third-party software community, because these software providers couldn't have their software ready. So it was a full

2. Do you think the

As you probably can under stand, we buy our component parts well [in advance], so we already have locked in prices for our product in terms of memory and short-supply com ponents for a long period of time. We are confident in our price point for an extended period of time. We stockpile components on a worldwide basis. Japan has done a million its since the December launch and are talking about doing 2 million units in Japan this year; they've announ that publicly. We don't fore-cast sales in the U.S.

and/or Europe, but if you use your imagination and add it up, you can see we've bought a lot of component

parts

3. What advantages does the PlayStation have because it comes from Sony? I think there are a number of

advantages. We think there is real leverage in being part of the Sony family in some of the back-office stuff, in some of the activities that we have relative to our consumers. Let me give you some examples: The product is being produced in a sister-company plant that pro-duces camoorders and videotape machines. It will be taken by our American company, taken through customs and cleared by them and then dis tributed into two of our music warehouses. We will place orders on those music facilities and send the product to our retailers. In the warranty, the

repair services. We see the advantages, through many of these back-office things, in addition to the knowledge of the consumer and our ability to do cross promotions with some of our sister companies. For example, we will be on a number of home-video products shipping in September. Plus the purchasing power, the dis-tribution clout and the knowledge of the consumer that only a \$40 billion multimedia entertainment company can bring to the party.

consumer will be able to take it

into any Sony authorized repair center should the need arise

and be able to get warranty or

Steve Race is president of Sony Computer Entertainment

b. Micresh

Send to: FUSION Reader Survey, 1920 Highland Avenue, Suite 285, Lombard, IL 80148

NAME	
ADDRESS	
CITY, STATE	
ZIP CODE	
TELEPHONE ()	
1. What is your ago?	
-5-406B 11	6.25-34
0. 12-17	e 35-99
G. 19-24	1. Oyel so

b. Ferreig MRE? s. At home only b. At working and only d. None of the above What type of computer do you use? (Circle of that apply) e. Commodone

f. Apple (Non-Mac) g. Tandu/Rado Stanii (Non-Mitt a Amer Which of the following do you speed most of your time doing? a working in an office b watching ty c lounging at the break
d forming turnet/islon in freet at a compute

a repeating, "It's just a dream! Please, god, let it be just a dream?" 6. What kind of PC do you own? a 286 b. 365 d Perture e. Other 0. 486

What is the speed? a 33 Mbz d 75 Mbs 0. 50 MHz e. 100 Mb Do you plan on buying your PC in the rest

Do you gire to upgrade to Win65 within A meeting e. Yes

12. How do you gate a America Online b Computerve s. Proses internet provider c. Predity 11. How ober so) How object do you are the leprone?

2. Day

6. Lets then once a week

b. Couple of I have a week

a. Do not use

12. If you were to have the opportunity to ran one organization in the world, which one of the following would you choose? 4. the government e Jean mocas ladas d Microsott 13. What types of software do you use regulary? Betmence
 Business

h Education

e Sound board

g Communication e. Chidnen's 6 Entertainment Which of the following accessories to your

Sound board Which of the following accessories do you plin on buying in the next 12 months? (Circle all that apply) e. Graphics board f. Joyetick b. Marmat External Modern g CD-ROSt drive d. SVGA Meridan b. After market speakers Which video gaming system(s) do you ewn? (Circle all that opply) a. Nintendo L PC j. Grane Gear R. TurboGrafa b. Super Matenda e Utra64 d. Garre Ros I. Neo-See e Sega Geneals 1. Sega CO system m 300 a Atrellane

g. Segn Saturn b. PlayStation o. Jegus 17. Where do you purchase yo e Mail order f. Depertment store g Other e Video store

16. How much do you speed on a \$0-\$850 d. 8751-81,000 e \$1,001-\$1,500 h 5211.5500

How other 680 you attend the regyles in the lest 90 days (2 months)? b 2-3 times a month c. Once a month d. Less than once a month

e. Old not around any moves in the leet 90 days Which types of movies did you see in the test 90 days? (Circle all that apply) a. Actionisdwarkur f. Crameldetecture b Comedy g. Western b. Drame c Scence Fiction/tentans

I. Other s. Astrofes. 21 If you believe in Hell, which pinne do you floure roos!

people end up m? c. Tertanya d. Pittsburgh Which at the following do you or other household members currently own? (Circle all that apply)
a Back System

 D. Cassatta recorder/pleaser e. Compact disc player f. Pocket-size radiolossette player g. Personal stores (e.g. Walkman) DAT (Deptil) Audio Tape) player i-Video cassette recorder (VOR) k, CD+ (videa)

I Force theeses m Receiverlampilities n. Camcorder a Ness of these 22. Which of the following types of music have you bought in the last 12 months?

a Alternative L Hard Flock b Country c. Easy Matering Rag) Hap k Solt Rock d Dance/Yee 42 I Classic Rock n Feb m Urban Contemp n. 1960s nostwigs

If you re of legal drinking age, which of the following beverages have you personally drank in the last 6 d. Hard liquor a Reer b Wire e. None of these c. Mispagorka If you could meet one famous person throughout Natory

d Joe Stalie

e Cassius Cipy

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What could be cooler than that?!?

26. If over 18, which of the tollowing kinds of tabacce do you paragently use? d. Chresing/smokeless a. None of Twee

27. Do you buy/subscribe to any of the following reagazinea? e Weed d Next Generation e. Ray Can b Electronic Entertainment I. Multimedian c. Home PC g NetGuide

28. Which sections of PUSION were you meet interested left A Fusion Corn (nevrs) d Consoln/Comp reviews b. Fallout (letters) c. The Net 1. The Reactor/Web site intol

How many people read your copy of PUSION? What in your current marital status? b. Single, rever married d. Seperatelitivorced

b No If Yes, how many? 5.2

33. How old are your children's b. 6-10 d. 16 and older 26. If you wern to wear dead yourself, which kind would à Pampers d. clots

35. Whit is the highest level of education you have completed? 1st through 8th grade b. Some high school (gradex 9-12) c. Gradualed high school d. Attended politige less than 1 year a Attended college less than 1 year a Attended college 1-3 years

1 Gentletted from 4-year college g. Post graduate study without degree h. Post graduate study with degree 36. Please circle the letter that best describes you

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a Marilya Morroe

















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DETONATION BEGINS.









Heimlich Maneuver-

Copy Protection Chaos! Can You Be Trusted?

work with that they totally ignored copy-protection issues. For a while you could benefit from a simpler install and copy off an entire game to your hard drive (drastically speeding up the game play). Most games don't come close to using the full capacity of the disc.

"Unfortunately copy protection is on its way back from an unlikely candidate, CD-ROM."



capacity, dramathcally lowered the shipping weight and size requirements for packages, reduced the costs of the medum significantly and last, but far from least, brought builson copy protection. At the hopeful beginning of the great CD-ROM revolution, publishers were quite happy to have a cheaper, simoler medium to But developers soon realized this also meant it would be easy for people to illegally copy games, so two things started happening. First we started seeing a bunch of full-motion video sequences that are not only there for game play but and don't you believe otherwise—are other there just to validate the use of a CD-ROM and keep was and me from east ily copying the game onto our hard drive. The other thing was a conscious choice on the part of the developer to force the game to be run from the CD-ROM even if you have

the space to run it.

On the plus side, you have
MicroProse X-COM 2 shipped
on CD-ROM, but it included a
special hard drive install that
installed a fully functional
version to runs hard drive.

special hard drive install that installed a fully functional version to your hard drive. The hard drive install option loads everything but the large animation files you get when playing from CD-ROM. However, you can also, if you

However, you can also, it your early know what you re doing with Do, get the whole game with Do, get the whole game of the property of the property of Then you have some bad camples, Dark Forces comes on CDROM and more people have the 70MB of space that Dark Forces needs. However, Lucas/vis seems to have taken step to keep you from deling so. You have to jump through a try possible with people creative manipulation and knowledge of computers.

Copy protection in most forms is unacceptable and the consumer has shown that, by and large, he can be trusted without it. Let's not allow this trend to pull us all back into the Stone Age. •

Rich Heimlich is a decent man from a good family. So where did things go so wrong? Nevertheless, the opinions expressed are not necessarily those of this magazine.

It's been about six years now since I wrote the only award-winning article I've ever written. It was an article on a subject whose time was right. It was also an article that cost me a solid punch in the nose from an irate advertiser/publisher. It was about copy protection.

As luck would have it, the timing of the article couldn't have been better. Soon after its publication, copy protection in games finally started to slide toward extinction. Publishers had always predicted impending doom if copy protection was abandoned. The industry not only survived, but prospered in spite of those beliefs Camers responded both positively and responsibly to this new-found freedom. The last few years have been relatively copy-protection free. It was a great heatus, but the vacation is over. Unfortunately copy protection is on its way back from an unlikely candidate. CD-ROM. CD-ROMs brought several

CD-ROMs brought several benefits to gamers and publishers. For the gamers its increased capacity brought more complex, deeper games and an end to heavy disk swapping during installation. On the publisher's

transformed

hey call it the Game Developers Conference It was started many years Mari evangelist in the earl

ago by an enthusiastic fellow named Chris Crawford, an days of computers and one of the genuine legends in the industry. Chris has always enjoyed sharing what insight and analysis he could find with others. He has published and edited an industry magazine on the subject of same design forever and has watched the GDC evolve from a small gath

ering in his home to a major money maker in less than a single decade. Hercafter, however, Chris

will be watching his brainchild grow (and grow it will) from the ontside looking

in. This year's show opened with an

GROUND by Chris that he was no longer asso ciated with the GDC The industry was more or less

stunned but not surprised. When someone is as intimately associated with an event and/or organization as Chris has been with GDC, it is always a shock when their ties are severed. But surprise? That was another

matter. There have been mutterings for years, after all, that Chris was growing increasingly remote from modern game

development. His own admitted difficulties with the concept of developing games as a team, rather than the sole cre ator, led him out of the main-

stream as an active designer. But I can't help but feel that there were other forces at work here. Longtime readers may

recall me misaderntures last year when I finally decided to attend one of these legendary events but waited too long and got locked out. I called Ch personally, having known him for years, and asked if he could do anything. He told me be couldn't. He said he'd go before the board and make the request, but that it wasn't likely to do any good. I told him not

to worry about it. It was getting too big, Chris told mc. It was getting out of hand. Obviously. Of course, what really happened is that the Game Developers Conference transformed itself over the years into the Game Developers Meat

Market. With thousands in attendance, the GDC staged patently ludierous "workshops" that held approximately 30 people. Ah, but even for those unwilling to camp outside a meeting room door for an hour, there was surely

valuable insight to be pleaned from the semi Chris Granford nars? Unfortunately rather than staging these get togethers in panel format with a moderator attendees got to lis

ten to a single, chosen speaker gas off in a huge andi

The panel format gives voice to a spectrum of opin-ion, while the moderator can always steer the discussion away from dead ends. Not here. At the '95 GDC, it was one long-winded diatribe after

Not that anyone was really interested in these spout sessions, anyway. The real action took place in the lounge. All you needed to do was nick out a table and wait for the world to pass by. There was gossig everywhere, of course, with Chris and the GDC in general the most popular subjects-at least for the first day or so Unhappily, even some of Chris' supporters seemed to feel his farewell speech was a trifle ... tacky. But the real business was, of course, business By far the fastest-growing segment of CDC attendee sese days, however, is the headhunter. Headhunters, for the anculightened, are (in this context) agents hired by publishers or development groups looking to acquire designers. programmers, artists and/or musicians. For a headhunter an event such as the CDC is good for hunting, indeed. I ran into a man who was formerly the president of two major video game companies. When I asked him what he was doing. he lowered his voice: "I'm a headhunter now," he said "Isn't everyone?" I thought

The one type of critter that you won't encounter nearly as often at GDCs, however, is the developer. The artist. The people who started the organization in the first place in order to get together once a year to talk about their art and their craft. After all, no development house wants its talent walking around in that kind of environ ment. No. better they star home; after all, there's probably a product on deadline

The few developers who can be found are almost aboves ne found are atmost aways accompanied by company peo-ple. The employers don't want their employees talking to the wrong people. In short, they really don't want their develop ers attending a developer's con ference for obvious reasons. of they'll be happy to pur hase an extra membership for their marketing guy.

Evolution is an ironic thing. sometimes.

m

Senator Robert Dole Inplugged

Possible Next Prez, Bob Dole Takes Aim at Sour Culture

the Internet will be less and less has suddenly likely ever to be achieved. become a hot topic in Washington D.C. Not only has Congress taken a successful first step toward attempts to actively police the Internet, but occupy the same stature as Presidential hopeful Senator Bob Dole (R-Kansas) began defining his campaign by attacking the entertainment industries and the corporations that support them. Like the debate over the Internet, the thrust of the Senator's words were that comorate responsibility must take place if true decency is ever to be achieved "One of the greatest threats to

American family values." Dole says, "is the way our popular Thankfully, Bob Dole is not culture ridicules them. Our suggesting that measures of music, movies, television and decency be legislated. Dole advertising regularly pash the limits of decency, bombarding our children with destructive messages of casual violence. I concluded that we must hold the entire entertainment industry accountable for putting profit ahead of common decency. Much of the presidential

honeful's words were targeted at Hollywood and big corporations like Time Warner in particular But the thrust of his argument could be transposed onto the electronic entertainment and online communities that are growing increasingly dependent on greater levels of violence to satisfy consumers.

Ridding the world of makebelieve violence and sex is a noble cause to be sure, but one that in the shadowy recesses of Because even if all of the Time Warners of the world do heed Dole's words of caution, the Internet allows individuals to commercially funded enterprises searching out new customers via the worldwide post-it board. Will future governments-one perhaps led by Bob Dole himself-then suggest that these same individuals who gave birth to the commercialization of the Net because of who they were and when they were born, be chided or perhaps even regulated the way profit-seeking enterprises are watched now?

speaks openly of the need for old-fashioned common sense in an age where profits, he feels, are often viewed as the more important goal. Although Dole doesn't advocate political measames to rate the Internet or any other form of entertainment. however, others do. The degree to which these groups lobby for reform will shape the landscape of the debate yet to come

What about the argument that products such as Mortal Kombat and Doom sell because they provide users with experiences worth paying for? Dole doesn't hav it

"Please don't answer that you are simply responding to the market." he says. "That is not true. In the movie business the most successful and prof-Hable films are the ones most

friendly to the family." On the other hand, the furor over decency and the Internet is founded in a mish-mash of real examples, overblown hyperbole and flat-out masinformation The number of politicisms who have been shown questionable material cultivated from the Internet is likely quite large since it is very easy (and politically rewarding) to find. The number of congresspeople who actually spend time navigating the Nets to locate more rewarding fare is likely far smaller because the political benefits are

much smaller With elections on the way in '96 you can bet that issues of video game violence and online content will be raised by those seeking office. Whatever the eventual outcome of these debates is, for the moment Dole has seized an opportunity to make a statement and define hunself Dole has also raised the public consciousness of what we, as people, will face in the coming years as technology continues to

invade our everyday lives and shape the way we play. He rais es more important questions, however, about individual responsibility and the absolute need for the indelible line between big government and individual freedoms-whether they're on the Internet or notto never become blurred

"Ours is not a enusade for

censorship," Dole explains, "it

is a call for good citizenship."

"... I went the leaders of the americinmeni ei vrieeleni think elecuithe influence liter have n America s children ///

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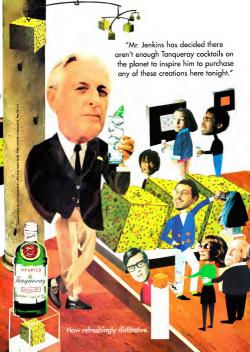
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